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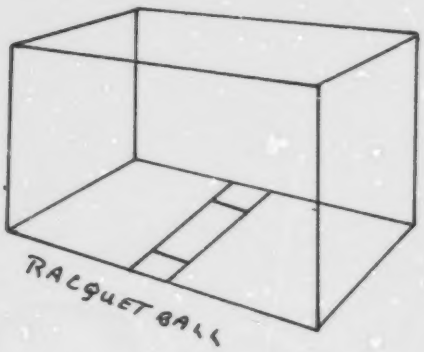

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ORIGINAL

SUCCESSFUL

TOURNAMENTS

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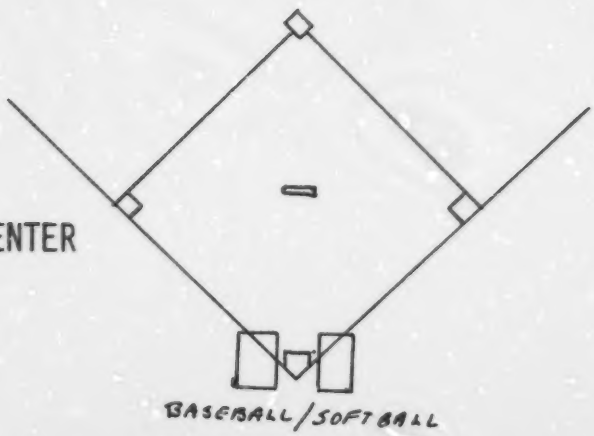

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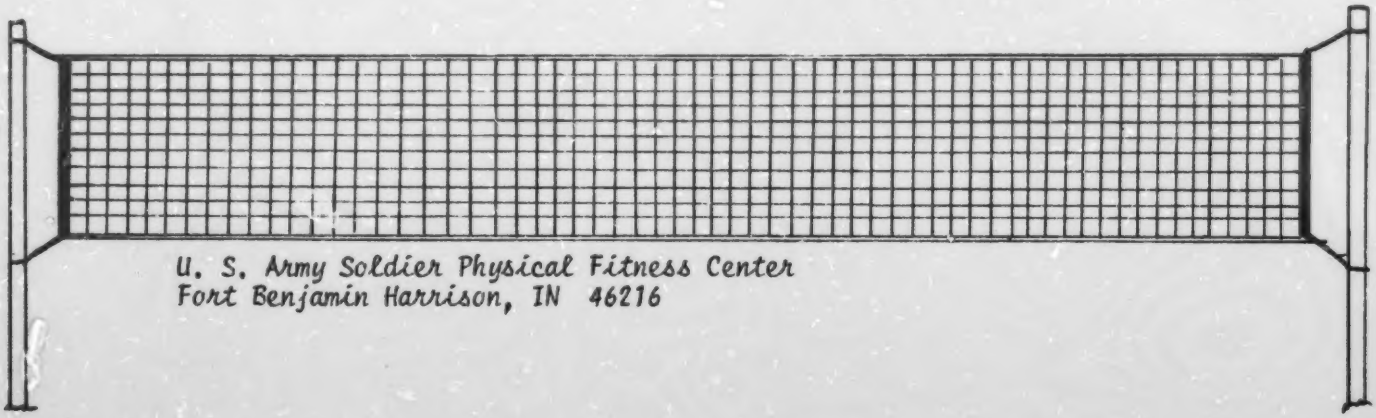
STAGING SUCCESSFUL TOURNAMENTS

How to Select, Plan, Conduct, and Evaluate
All Kinds of Sports Tournaments



U. S. Army Soldier Physical Fitness Center
Fort Benjamin Harrison, IN 46216

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FOREWORD

This manual is written to give authoritative directions for the selecting, planning, and conducting of tournaments in all sports. It serves as a helpful and dependable guide for the leader as well as an accurate source book for the professional director of sports and recreation. This text should be included in all reference libraries of physical fitness and education facilities.

A scientific presentation is made of the draw sheets for double elimination tournaments displayed in detail to provide for three to forty teams. Previous texts have given a sample for an eight or a sixteen team tournament with the casual comment that the same plan is carried out for events that attract more or fewer teams. Such a suggestion is no help at all-not even for the expert-when the problem is confronted of handling 11, 17, 23, 31, or more teams.

It will be noted that standard as well as novel and unusual events are described. The material presented is a significant contribution to the sports and recreation literature.

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Section I

Types and Selection of Tournaments

SINCE THERE HAS BEEN such an increase of individual and team participation in sports and recreation, it is important that persons related to physical education and recreation be familiar with various types of tournaments and know how to select the proper one to best fit a particular need.

Interest may be high for the promoting of a tournament in an activity. However, numbers do not mean the tourney will be successful. Too many times the selection of the tournament is made without giving real thought to the most desirable type or to the physical facilities available. Too often there is a tendency to conduct a single elimination tourney and "get it over with," when a double elimination tournament would have extended the interest for a longer period of time and given a one-time loser another chance, thus increasing participation.

At other times it might have been better planning to have promoted a round robin tournament so that all participants would have met and played one another.

In the chapters that follow, various types of tournaments have been explained. Some would be useful in conducting an afternoon or one-day tournament, while others could extend for several months.

It should always be kept in mind that the success of any tournament depends to a large extent upon the advanced planning and direction it receives. Whether it be large or small, sound planning and directing is the key to success. These are explained in Chapter 4.

Tournaments may be divided into three categories: extended, round robin, and elimination.

The *extended type* are tournaments that may be conducted over a period of several weeks or months, even throughout an entire season. They could be used in summer camps, schools, colleges, church, city, and industrial recreation programs, YMCAs, armed forces groups, etc., to increase interest in such activities as handball, squash, table tennis, tennis, and horseshoes. In the extended tournaments it is usually up to the individual or team to schedule the match, rather than having it set in advance by the tournament director. Tournaments of this type may also be used to determine seeded positions for an elimination tournament. Examples of the extended type of tournament are the ladder, pyramid, spider web, accumulation, and double time.

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The *round robin type* is a kind of its own, since each individual or team plays a match with every other individual or team entered in the tournament. This type of tournament may be used by the same groups that would use the extended type, since individuals are either resident or available to participate for an extended period of time. Since each player is matched with all others, it helps the contestants to become acquainted. Although the round robin takes more time, every contestant has a chance to compete against the total entry; thus, when a winner has been determined by the number of matches won, he has gained his honor after having played all tournament entries.

The *elimination type* is used when there is the wish to determine a winner in the shortest period of time. Matches are conducted between individuals or teams, but each individual or team does not compete against all others. The straight single elimination can be used most effectively at a one-day affair such as Sunday school, industrial, or other picnics or outings when a winner needs to be determined rapidly. YMCAs, boys' clubs, armed forces, colleges, schools, camps, and church, city, and recreation groups will also use it to secure champions in a short period of time in such sports as basketball, volleyball, handball, tetherball, tennis, and table tennis.

In order to determine the type of tournament to conduct, the objectives must first be known. Is the tournament to determine the best team or individual in the shortest possible time? Is it to encourage the contestants to know each other better? Is it to motivate individuals to increase their ability and/or condition? Is it to stimulate participation? Is it a tournament that may provide a maximum amount of activity with a minimum amount of supervision on the part of the director? All of these questions, and more, must be answered before it is possible to determine what tournament will be most suitable.

Another factor that must be taken into consideration is the age and abilities of those who are to participate. In general, most tournaments are suitable to junior and senior high school students, college students, and adults. The lower grade school children have a shorter interest span and, therefore, are apt to lose interest.

The final consideration for selecting a tournament would be involved with the organization and the conduction of the event itself. How many playing fields, courts, dressing rooms, lockers, showers, officials, hours, are available? If there is an abundance of all of these, the problem is not so great. If, however, courts, officials, time, etc., are a problem, then the elimination type may have to be selected.

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Chapter One
EXTENDED TOURNAMENTS

THE ORGANIZATION OF EXTENDED TOURNAMENTS is most important, since there is usually no set schedule of play. Generally, the arranging and playing of matches is the responsibility of the individual entries. With this in mind, someone should be designated as tournament director to see that matches are made and rules are followed after their adoption. The success of these tournaments depends upon the initiative, enthusiasm, and interest of the participants, activity committee, and/or the director.

It will be noted that a number of the extended tournaments are similar. With this in mind, it is suggested that the selection of tournaments be varied periodically to stimulate interest.

Ladder Tournament

The ladder tournament is one of the best known of the extended type of tournaments. It can be used very effectively at camps in developing and sustaining interest in table tennis, tennis, horseshoes, and similar activities. Colleges and YMCAs would use ladder tournaments in such activities as squash rackets, tennis, table tennis, badminton, handball, and paddleball; while boys' clubs and industrial and city recreation programs could use this type tournament for table tennis, badminton, pool, and similar activities for which they had equipment. Usually this kind of tournament continues for several months, since the object is for each entry to reach his highest level on the ladder. The number of contestants entered would have an effect on the duration of the tournament. Twelve entries would make a good-sized ladder. If there are more who wish to participate, it might be well to divide the entrants into ability classifications and set up two or more ladders.

In setting up a ladder tournament there are several methods that may be used for entries to gain initial positions on the ladder. Frequently names are drawn by lot and placed on the ladder in the order drawn. Another method is arbitrarily to list the entries according to ability and then reverse the order so that the better entries are at the bottom, thus encouraging activity. Contestants are permitted to challenge one and two positions above their own. For instance, the contestant in the sixth position from the top of the ladder would be allowed to challenge the contestant in either the fifth or fourth positions. If six played four and won, they would change places. If six played five and won, they would change places. Another system would be if six played four and won, six would take the place of four, four would drop to fifth position and five would drop to sixth position.

In the construction of a ladder it is suggested that realism be used (Chart 1).

Tongue depressors may be used as rungs or crosspieces on which names are printed. Holes are made in each end of the crosspieces which fit over hooks that are fastened to the uprights. Numbers showing the contestants' starting positions are printed on the crosspieces so that advancement may be shown.

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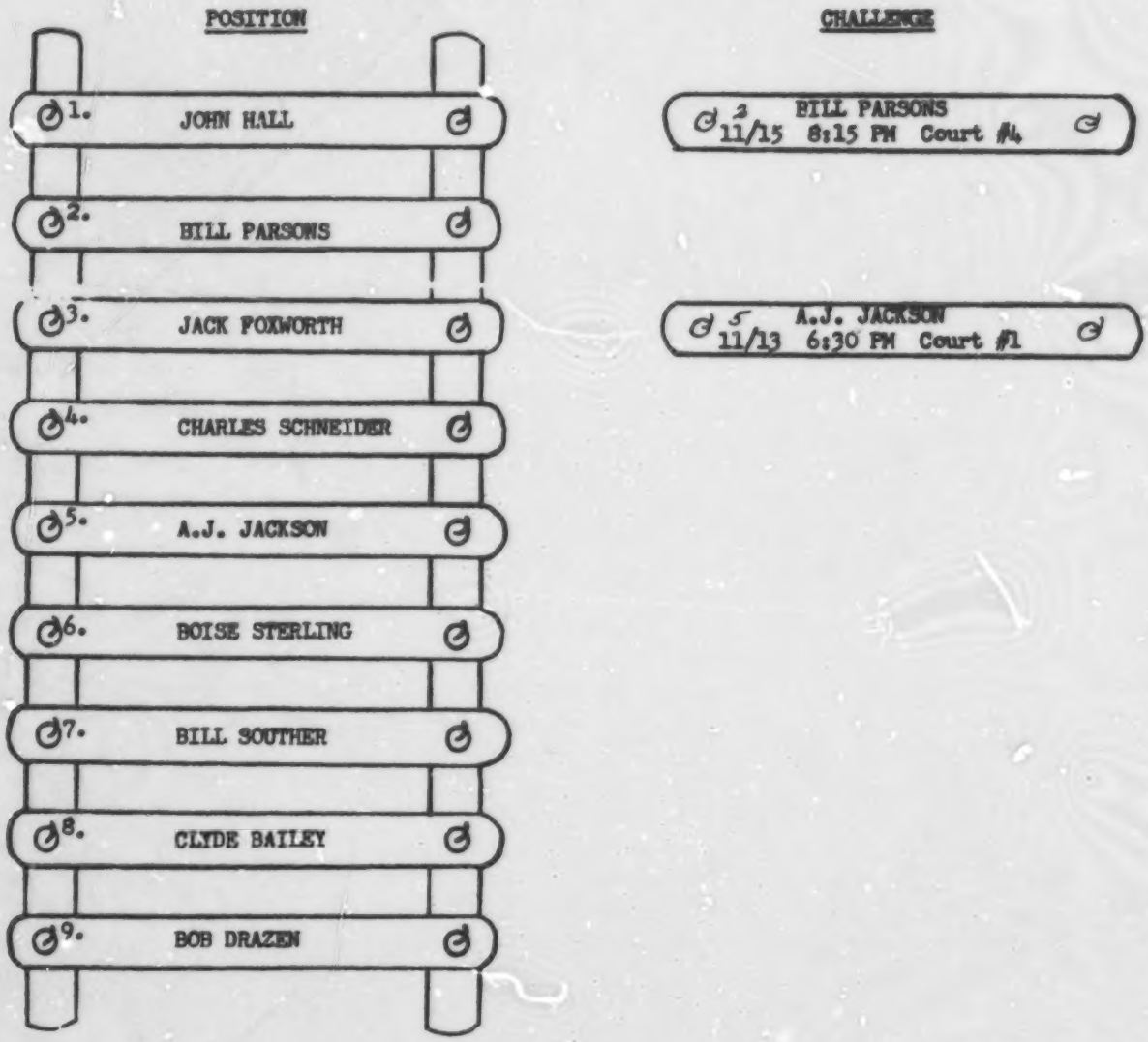
In order that tournament participants and other interested individuals may know that a match has been scheduled, the challenger should notify the tournament director, who in turn would post his name, time, and date of match on a cardboard rung under the heading "Challenge" in the tournament showcase next to the ladder and beside the name of the person challenged. Also in the showcase should be a set of rules and a Players Contact List giving the name, address, and business and home telephones of the contestants.



Ladder Tournament Players Contact List

NAME	ADDRESS	TELEPHONE	
		BUSINESS	HOME

Chart 1
LADDER TOURNAMENT

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To make the tournament run smoothly, it is suggested that each contestant be sent a set of rules and Players Contact List. This will encourage play.

Each contestant should arrange his own match, then notify the tournament director who schedules the court and posts the challenge. Following the match, the winner should fill out a Match Result Card giving name of winner, loser, and listing the score. This card is given to the tournament director or his representative. In some cases these cards may be left with the locker or towel room attendant. The results are then posted by the tournament director. A postcard, listing players' positions, may be sent to each contestant at intervals as a stimulus to participation.

It is recommended that one of the rules in a ladder tourney be that each entrant play a match each week. Therefore, at the beginning of a new week, the tournament director should determine which contestants have not played and move the rung of each one as though he had lost to the person below. The player moving up is given a win by forfeit.

Tampering with the ladder is often a problem. This can be remedied by enclosing it in a glass case.

This tournament can be very successful, providing the tournament committee or director keeps in close touch with its progress and is constantly encouraging participation. If this isn't done, the ladder tournament is apt to prove unsuccessful.

At the completion of the ladder tournament, a single or double elimination tourney can be run to advantage, with the participants being seeded on the draw sheet in the order of their ladder standing (see elimination tournaments, Chapter 3).

Pyramid Tournament

The pyramid tournament is similar to the ladder tournament in that the object is for the contestant to work his way to the top and maintain that position. This tournament is also suited to individual and partner contests such as handball, golf, horseshoes, badminton, table tennis, tennis, tetherball, and squash rackets. It can be used in camps, colleges, schools, armed forces, boys' clubs, YMCAs, churches, and city and industrial recreation programs where contestants are available to participate at least once a week. Again, in the pyramid type tournaments, it is important to have a director or committee constantly encouraging contestants to challenge and arrange matches with other entrants. As far as possible, each contestant should be encouraged to play a match each week. This will keep the interest high and will insure a successful tournament.

As in the ladder tournament, best results are obtained when a Players Contact List and a set of rules are sent to each contestant. Imagination should be used in constructing a pyramid. Small metal card holders may be attached to a board (Chart 2). Cards giving the name, address, and telephone numbers of the contestants may be slipped into each holder. These name cards may be changed as the contestant participates.

This tournament differs from the ladder type in that it will not rank every contestant in order of ability but will rank them in groups. However, it does determine a winner.

There are three types of pyramid tournaments: standard, open, and crown.

Standard Type

In the standard type, after the original drawings are made and each player has a position on the pyramid, any player may challenge any other in the same horizontal row (Chart 2). The winner may then challenge anyone in the row above and if he wins, the two change places. This continues until one of the contestants reaches the top of the pyramid. Again, the drawings for starting positions may be made by lot or by arbitrarily listing the players according to ability and then reversing the order so that the better players are on the bottom, thus increasing activity.

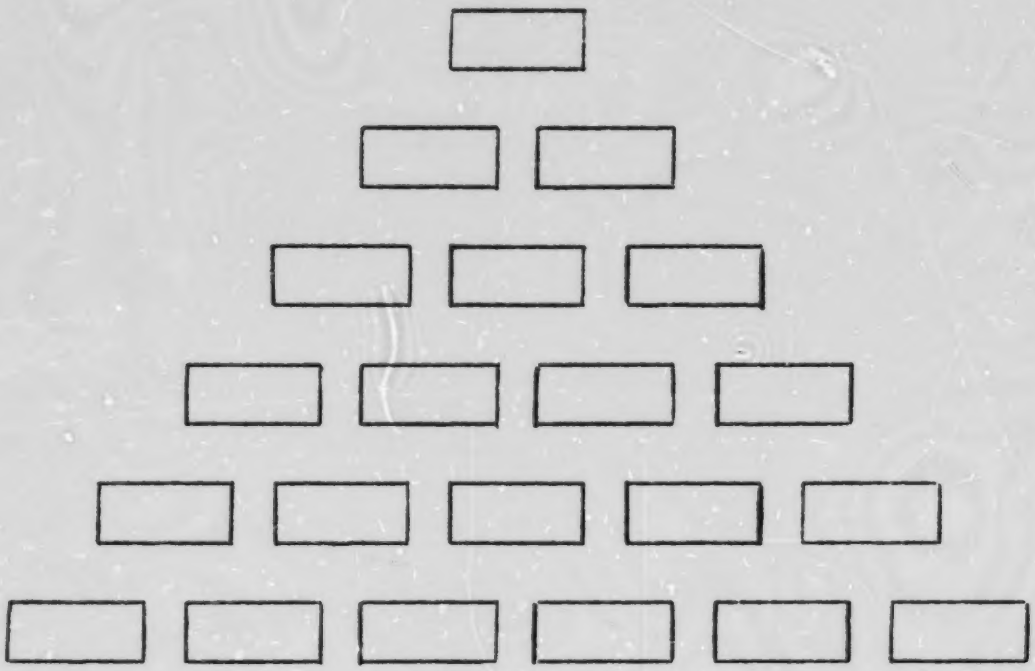

Chart 2
PYRAMID TOURNAMENT

Open Type

The open type tournament is planned so that the number of spaces on the bottom line of the pyramid is equal to one-half of the contestants entered. At the beginning of the tournament no contestant has a position on the pyramid. Each gains his position by challenging another to a match. The winner then takes a place on the lowest level. The loser must challenge another contestant and win before he can gain a position on the pyramid. Contestants advance to the next highest level by winning a match from another contestant on the same level. Advancement may occur only when there is a vacant space on the next higher level. This continues until a contestant reaches the top. When this occurs, the contestant reaching the top first is declared the winner. It is also possible to continue on for a longer period of time and make the winner or top man defend his position when challenged by either of the two contestants below him. If defeated, he must change places with the winner, who must then defend his title against the other finalist. When a winner is determined and the upper part of the pyramid is completely filled, the tournament may be concluded. Of course, rules for conducting such tournaments should be made in advance.

In this open type tournament, getting off to a quick start and playing many matches gives a contestant a great advantage. It is possible that outstanding contestants may get a late start and find no free spaces to which they can advance or no opponents against whom they may compete. To avoid this, the tournament rules may be modified so that contestants can challenge one row above when no free spaces remain in that row. If the contestant wins, he may change places with the loser. Making such a rule permits the tournament to continue for any length of time. This also makes it possible to have more contestants competing than there are spaces on the pyramid. When all of the first level spaces are filled, contestants having no position on the pyramid may challenge contestants occupying the first level.

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Crown Tournament

The third type, or crown tournament, sometimes known as the king's tournament, is an enlarged form of pyramid tournament (Chart 3).

The tournament is made up of several pyramids each having ten spaces and being at different levels. Challenging is vertical within each pyramid and horizontal between pyramids. The object is to advance to the top position in the uppermost pyramid. More pyramids may be added to the pattern. The necessity for this would depend on the number of participants.

The method of drawing for starting positions in the crown tournament may be by lot, or by arbitrarily listing contestants according to ability and then reversing the order so that the better players are on the lower levels as in the standard type of pyramid. Or the tournament may be started as in the open type, where a contestant gains his position by challenging another to a match, with the winner taking his place on the lower level, and so on. Advancement from one level to another would depend upon which type of pyramid tournament you wished to follow. As in the ladder tournament, it is suggested that:

1. Contestants be given Players Contact Lists.
2. Names be displayed clearly on the pyramids.
3. Contestants arrange own matches.
4. Tournament director be notified of matches to be played.
5. Challenges be posted adjacent to tournament standings.
6. Contestants fill out Match Result Cards.
7. Results be posted by tournament director on pyramid.

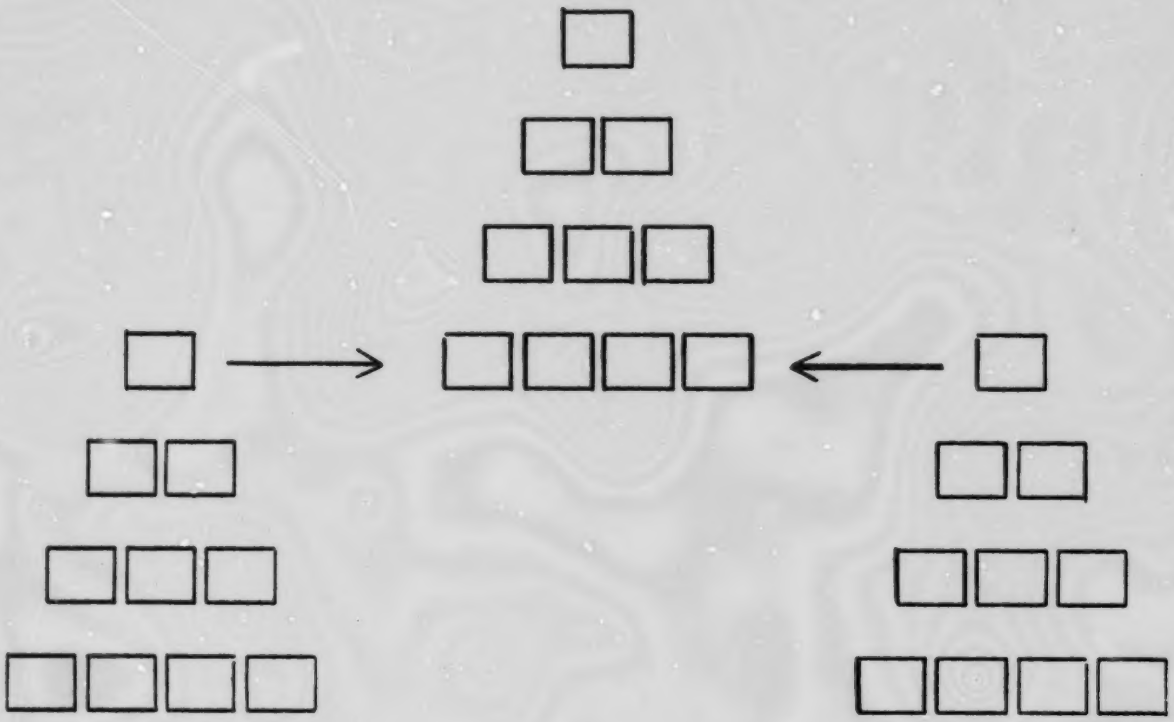

Chart 3
CROWN TOURNAMENT

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8. Contestants be notified periodically of tournament progress.
9. Tournament board be housed in glass case so that standings will not be disturbed.

(For explanations of above, review ladder tournament organization.)

Spider Web Tournament

The spider web is very similar to the ladder and pyramid tournaments in that it is best suited to individual and partner contests of the kind previously mentioned for those tournaments. The same institutions and organizations mentioned under pyramid tournaments would find this tournament of interest to participants.

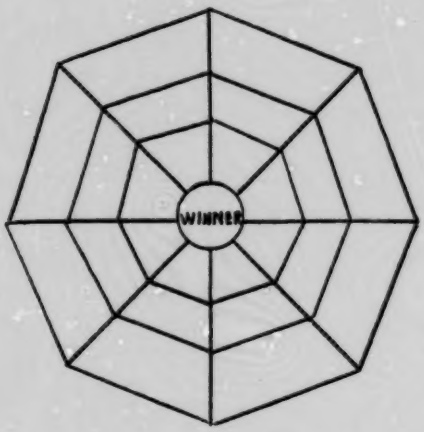

Chart 4
SPIDER WEB TOURNAMENT

The object of this tournament is to work one's way to the center and maintain that position (Chart 4). The advantage of the spider web is that it can accommodate more contestants in its diagram. The disadvantage, however, is that as the center or winner's position is approached, the number of contestants remains the same as it does in the outer ring. In Chart 4, eight contestants are vying for the winner's position in the center. This tournament forces the player in the winner's spot to play numerous matches if the tourney continues after the center position has been gained, since there are eight players in the number two spot.

The methods employed to start and advance in the pyramid tournament may also be used in this tournament.

Accumulation Tournament

The accumulation tournament is suited to either individual or team participation and is usually organized to encourage the achieving of an objective or goal. Contestants may compete individually against their own record or against the records of others, or teams may compete against each other by each totaling the individual scores of their players. These totals may be accumulated day by day until the objective or goal is reached.

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This type of tournament is used most effectively to develop interest, participation, and ability. In the case of swimming, the goal might be to swim the length of the Mississippi. This would be figured as so many lengths of the pool. Each contestant would be allowed to swim a maximum of so many lengths per day, so many days per week, depending upon how long the contest is to last. The winner would eventually be the contestant who participated the most and swam his maximum number of lengths as often as the rules permitted.

The accumulation tournament could also be used to stimulate basketball foul shooting. The goal might be to make 1,000 baskets. Contestants would be allowed to shoot so many shots per day, so many days per week, again depending upon how long it is desired to have the contest last. A record would be kept of the number of successful shots. The contestant making 1,000 baskets first would be declared the winner.

Still another example of an accumulation tournament could be planned around informal basketball. This type of tourney would be selected when there are numerous individuals wishing to participate but only one or two courts available.

As participants come to the gym the director of the tourney takes their names and places them in numerical order. The first five listed then play the next five listed. If there are two courts, the next ten listed make up two teams and play. As more individuals come to play, their names are added to the list and they play in turn. At the conclusion of a game each player receives credit for the number of points scored by his team. These points are credited to each individual's record.

The length of the match or game is established prior to the starting of the tournament. Usually the time is short so as to accommodate a large number of players. Players are entitled to play three games per afternoon, if time permits; however, names are rotated so that individuals do not play with the same participants and each individual plays the same number of games.

Play continues for a determined number of weeks. The winner is the participant who has accumulated the greatest number of points.

Similar tournaments may be conducted in such activities as archery, golf, bowling, and riflery.

This tournament could be used very effectively in a camp by putting one cabin group against another in such activities as archery and riflery. The scores of the members of each cabin would be added together and the cabin with the highest accumulated score would be declared the winner. This contest could be for an afternoon's activity or might last for several weeks.

Any organization, such as camp, church, or industrial group, having a picnic might use this tournament to advantage also. Individuals could be divided into teams and be instructed to secure certain items as in a nature or scavenger hunt. The team securing the greatest number of requested items would be declared the winner. This idea could be developed for any number of low-organized athletic contests.

Double-Time Tournament

The double-time tournament gets its name from the fact that it is a double elimination tournament conducted on a time basis. It is adapted to individual and partner sports such as handball, golf, table tennis, tennis, checkers, pool, horseshoes, and squash. It could also be used for team play. Effective use could be made of this by any organization wishing to conduct a tournament that would be concluded in a designated period of time. The advantages of this tournament are:

1. It is run for a definite period of time and the tournament doesn't lag.
2. It is easy to administer, as players arrange their own matches.
3. An automatic loss is given to the player responsible for arranging the match if the match isn't played on time or the director not notified, thus insuring that the tourney will be completed on time.
4. Since the draw is sent to all entries, the players with an asterisk (*) by their names feel a social pressure to arrange the match.
5. Each player participates in at least two matches.

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Another factor in the success of this tournament is that complete instructions are mailed to each contestant following the completion of the draw. Each contestant receives a Players Contact List and Rules Sheet, tournament draw sheet, and play-time schedule (Chart 5).

This is a new tournament which has been developed by the authors. It grew out of several years of experimentation and has proved to be very successful.

CLASS A, B, C, SINGLES HANDBALL TOURNAMENT
PLAYER CONTACT LIST AND RULES SHEET

Class A

NAME	ADDRESS	TELEPHONE BUSINESS	TELEPHONE HOME
Gabinelli, Alfred	16 River Street, Gilford	6-0181	Gil 793
Meyers, David	285 Edgewood Avenue	76-5283	9-4781
Wells, Jack	2651 Sunnyside		

Class B

Drazen, Robert	426 Hanover Drive	7-2201	3-4202
Fornal, John	1056 Chapel Street	8-6798	7-2641

Rules—Read Them Carefully and Play on Time

TOURNAMENT STARTS MONDAY—OCTOBER 20, 1958

1. IMPORTANT READ—The man with the (*) by his name is responsible for making the match. If the match isn't played within the allotted time, the man with the (*) by his name will forfeit the match. If he (*) has trouble arranging his match he should call (name of physical director inserted here)—8-3161 and he will assist you.
2. A match will consist of two out of three games.
3. The rules as set up by the National Physical Education Committee of the YMCA will prevail.
4. Call the Y locker room to reserve a court for your match.
5. Be sure to record the results of your match with the physical director or the locker room attendant.

THE SUCCESS OF THESE TOURNAMENTS IS UP TO YOU—PLAY YOUR MATCHES EARLY—
DON'T PUT IT OFF

AWARDS—Trophies will be awarded to the winner and runner-up in each Class A, B, and C.

CHART 5
DOUBLE-TIME TOURNAMENT

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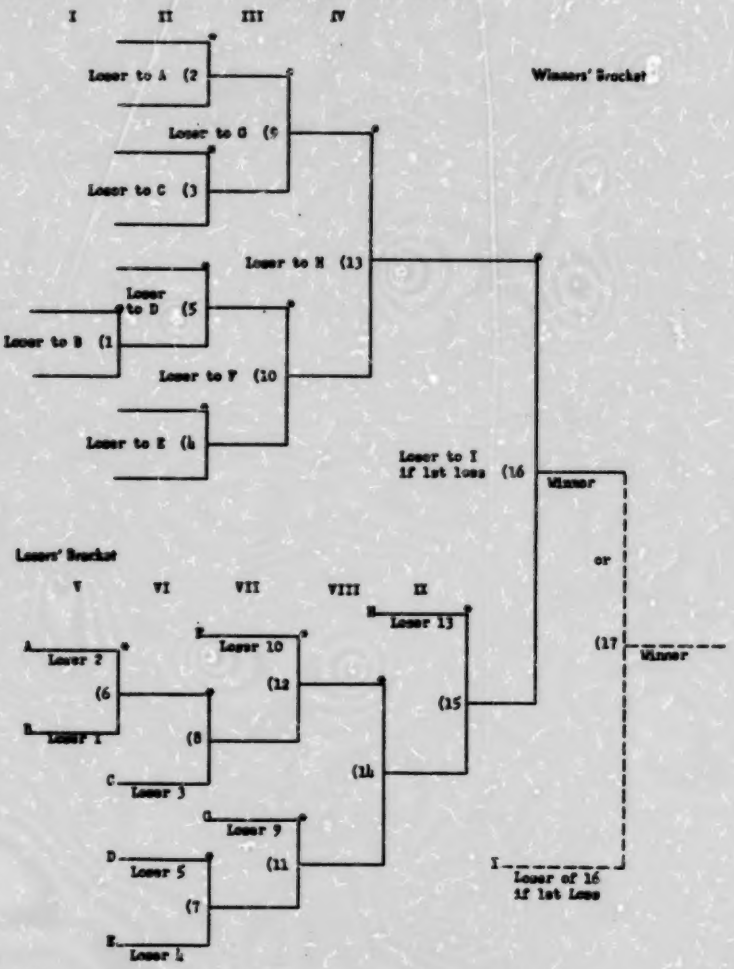
CLASS A SINGLES HANDBALL TOURNAMENT DRAW SHEET
DOUBLE ELIMINATION
(You must lose twice before you are out)

READ RULES CAREFULLY—CALL FOR COURT RESERVATION—PLAY STARTS MONDAY, OCTOBER 20, 1958



YOUR PLAY-TIME SCHEDULE—CLASS A

1. Matches under I on this sheet must be played by Saturday, October 25.
2. Matches under II on this sheet must be played by Saturday, November 1.
3. Matches under III & V on this sheet must be played by Saturday, November 8.
4. Matches under IV & VI on this sheet must be played by Saturday, November 15.
5. Matches under VII on this sheet must be played by Saturday, November 22.
6. Matches under VIII on this sheet must be played by Wednesday, November 26.
7. Matches under IX on this sheet must be played by Monday, December 1.
8. The final match will be arranged by the physical director, suitable to both players

CHART 5
DOUBLE-TIME TOURNAMENT

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Chapter Two
ROUND ROBIN TOURNAMENTS

THE ROUND ROBIN is probably the most desirable type of tournament when time and facilities permit, since participation is at a maximum and every individual or team plays every other entry an equal number of times. This means that no entrant has an easier schedule than any other entrant. In a single round robin the winner is determined by the contestant having the highest percentage of games or matches won. Unlike the elimination or extended type tournaments, it is possible for the round robin to end in a tie. In such instances, extra matches must be played.

Round robin play is ideal when one wishes a tournament to cover an entire season, in that once a single round robin is drawn it can be repeated as many times as desired to fulfill the time available for the tournament. Generally speaking, the round robin tournament is best suited to league play, since it is important for each team participating to play every other team at least once. Sports which lend themselves to league play are baseball, basketball, badminton, softball, bowling, touch football, cricket, football, volleyball, etc. Therefore, round robins would be very useful in camps where competition is conducted between cabins or tents of boys of the same age and when interest needs to be sustained over a period of time; in school intramural programs where home rooms wish to compete one against the other; in college intramurals where fraternities or dormitories wish to involve a large group of students who do not compete in varsity sports; in city, church, and industrial recreation programs where there is a need to involve large numbers of participants in various sports for an extended period of time; in boys' clubs, YMCAs, YMHAs, and armed service units which have members wishing to compete regularly for a period of time. As a matter of fact, the round robin tournament can be used for any kind of activity where it is the desire to have every team or individual play each other, and maintain interest over an extended period of time.

This tournament is very easy to supervise as the complete league schedule can be planned in advance by listing the courts or fields and by naming the teams opposing each other. It is important, however, that the tournament director be sure all teams are notified well in advance as to the date, place, time, and team they are to play. Good procedure is to send out a season's schedule prior to the start of the league. If the location of play cannot be determined too far in advance, the teams can be notified at a later date.

To make a league run smoothly each team should be supplied forms on which they can report the results of the match as soon as it is concluded. These should be mailed to the tournament director.

The director, in turn, should mail the league standings to all teams or post them following each session of play if at all possible.

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In conducting a round robin tournament, several matters should be given attention.

Drawing a Schedule

In drawing a schedule, numbers are used to indicate the entries because they are easier to work with than names; they show a schedule pattern and they serve as a quick and sure method of checking the schedule. (Example: 1 = Johnson Vans, 2 = Thomas Tops, etc.)

When the number of entries has been determined, it would be advisable to let each entry draw for his number. In this way there can be no dissatisfactions, for although drawing or assigning numbers is not a factor in results, since all entries play each other, it may affect whether two teams meet early or late in the play.

Arranging the Schedule

The arranging of the schedule is most important in that entries should meet only once in a single cycle; each entry should be scheduled to play an equal number of times on each playing area, as far as possible; all entries should, if possible, play an equal number of games at the same hour and on the same day of the week unless the schedule is arranged so that all games are played at the same time on the same day of the week; and where possible, one team should not play at more frequent intervals than another.

Rotation Method of Pairing

Probably the easiest method for arranging a round robin is the rotation method. In arranging a draw for an even number of teams, let's say eight, number one remains stationary and the others rotate around it counterclockwise (Chart 6). The numbers in parenthesis at the top of each group show the number of rounds.

(1)	(2)	(3)	(4)	(5)	(6)	(7)
1—8	1—7	1—6	1—5	1—4	1—3	1—2
2—7	8—6	7—5	6—4	5—3	4—2	3—8
3—6	2—5	8—4	7—3	6—2	5—8	4—7
4—5	3—4	2—3	8—2	7—8	6—7	5—6

Note that number 1 remains stationary in the top left-hand column in each group.

CHART 6
ROUND ROBIN TOURNAMENT—EVEN NUMBER OF TEAMS

In the first group, the entry numbers are in numerical order down the left-hand column and up the right-hand column in counterclockwise motion, in such a way that the two columns are of equal length. The dashes between the columns show the pairings.

In the second group, number two is moved forward one step (counterclockwise) and the rest of the numbers are listed in order as before, until the top of the right-hand column is reached. As each of these numbers is advanced a space beyond its position in the first group, there will be one number (eight in this case) left over when the top of the right-hand column is reached. That number is placed in the space left empty when number two was moved forward while number one remained stationary.

In the succeeding groups the same procedure is followed.

When a draw is arranged for an odd number of teams, let's say seven, the word "bye," or symbol "B" for the word bye, may be used and bye remains stationary while the other numbers rotate around it counterclockwise (Chart 7.) Bye opposite the team means it is standing by or has no match. Again, in Chart 7, the numbers in parenthesis at the top of each group show the number of rounds.

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(1)	(2)	(3)	(4)	(5)	(6)	(7)
bye—7	bye—6	bye—5	bye—4	bye—3	bye—2	bye—1
1—6	7—5	6—4	5—3	4—2	3—1	2—7
2—5	1—4	7—3	6—2	5—1	4—7	3—6
3—4	2—3	1—2	7—1	6—7	5—6	4—5

Note that the "bye" remains stationary in the top left-hand column in each group. The explanation for the above is the same as for the even number of teams.

CHART 7
ROUND ROBIN TOURNAMENT—ODD NUMBER OF TEAMS

Number of Games per Round

In arranging a round robin draw for any number of teams, the same system is followed. Since a single round consists of several pairings in which a team is listed once, the number of pairings must be equal to half the number of entries; that is, if the number of entries is even. If the entries are an odd number, the pairings would be half the next smaller number of entries. For example, if twelve teams were entered, there would be six pairings; and if nine were entered, there would be four pairings.

Number of Rounds per Single Draw

In a round robin tournament with an eight team entry there are seven rounds. In a round robin tournament with seven entries there are also seven rounds. Therefore, it can be said that with an odd number of entries, there are as many rounds as entries; however, when there is an even number of entries, there is one less round than the number of entries.

Total Number of Games

To determine the total number of games for a single round robin tournament, the formula $\frac{N \times (N-1)}{2}$ is used. With a tournament of eight teams, the calculation would be: $\frac{8 \times (8-1)}{2}$ or $\frac{8 \times 7}{2}$ or $\frac{56}{2} = 28$ games.

With seven teams entered: $\frac{7 \times (7-1)}{2}$ or $\frac{7 \times 6}{2}$ or $\frac{42}{2} = 21$ games.

Determining the Winner

It is suggested that the method of determining the winner of the tournament be decided with all teams involved before the tournament begins.

In a single round robin the winner is determined by the entry having the greatest number of games or matches won or by the highest percentage of games or matches won at the completion of the tournament. This is determined by dividing the number of games won by the number of games played. The use of a percentage table makes this an easy matter (Chart 8).

If there is a tie, two methods are suggested to decide the winner. The first is to check the match in which the two tied teams played. The winner of that match would be declared the tournament winner. The second is to play an additional game or match between the two teams that tied.

In a double round robin, if different teams have each won a round, the winner is determined by a one game play-off, by a two out of three game match, or the winner could be determined on a percentage or number of games or matches won basis for the two rounds.

As for a triple round robin, if different teams have each won a single round robin, the winner is determined by a single elimination or single round robin. If the single elimination system was selected, the team having the best percentage or number of games or matches won record for a single round robin should get the bye. Another method to determine the winner is to conduct the triple round robin on a percentage or total number of games or matches won basis for the three rounds with no thought to a round winner.

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W	L	PCT
1	1	500
1	2	333
1	3	250
1	4	200
1	5	167
1	6	143
1	7	125
1	8	111
1	9	100
1	10	091
1	11	083
1	12	077
1	13	071
1	14	067
1	15	063
1	16	059
1	17	056
2	1	667
2	2	500
2	3	400
2	4	333
2	5	286
2	6	250
2	7	222
2	8	200
2	9	183
2	10	167
2	11	154
2	12	143
2	13	133
2	14	125
2	15	118
2	16	111
3	1	750
3	2	600
3	3	500
3	4	429
3	5	375
3	6	333
3	7	300
3	8	273
3	9	250
3	10	231
3	11	214
3	12	200
3	13	188
3	14	176
3	15	167
4	1	800
4	2	667
4	3	571
4	4	500
4	5	444
4	6	400
4	7	364
4	8	333
4	9	308
4	10	288
4	11	267
4	12	250
4	13	235
4	14	222
5	1	833
5	2	714
5	3	625
5	4	556
5	5	500
5	6	455
5	7	417
5	8	385
5	9	357
5	10	333
5	11	313
5	12	294
5	13	278
6	1	857
6	2	750
6	3	667
6	4	600
6	5	545
6	6	500
6	7	462
6	8	429
6	9	400
6	10	375
6	11	353
6	12	333
7	1	875
7	2	778
7	3	700
7	4	636
7	5	583
7	6	538
7	7	500
7	8	467
7	9	438
7	10	412
7	11	389
8	1	889
8	2	800
8	3	727
8	4	667
8	5	615
8	6	571
8	7	533
8	8	500
9	1	900
9	2	818
9	3	750
9	4	692
9	5	643
9	6	600
9	7	563
9	8	529
9	9	500
10	1	909
10	2	833
10	3	769
10	4	714
10	5	667
10	6	625
10	7	588
10	8	556
11	1	917
11	2	846
11	3	786
11	4	733
11	5	688
11	6	647
11	7	611
12	1	923
12	2	857
12	3	800
12	4	750
12	5	706
12	6	667
13	1	929
13	2	867
13	3	813
13	4	764
13	5	722
14	1	933
14	2	875
14	3	824
14	4	778
15	1	938
15	2	889
15	3	833
16	1	941
16	2	889
17	1	944

Chart 8
PERCENTAGE CHART

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Tournament Record Chart

Chart 9 shows a method for recording the score and game winner of an eight team, single round robin tournament.

Names or numbers of teams (Example: 3 = Smith's Bombers) are listed both on the top and side of the triangle. At the completion of the game or match, the score is recorded in the square directly across and directly below the name or number of the competing teams. The score of the team whose name or number is on the left side is given first so that the winner may be known. For example, in chart 9, team 3 played team 5. Team 3 defeated team 5, 15–3. This is known, since team 3 is listed on the left side and the score 15 is given first. Another example would be, team 4 played team 7. Team 7 defeated team 4, 12–10. This is known, since team 4 is listed on the side and the score of 10 is given first on the chart.

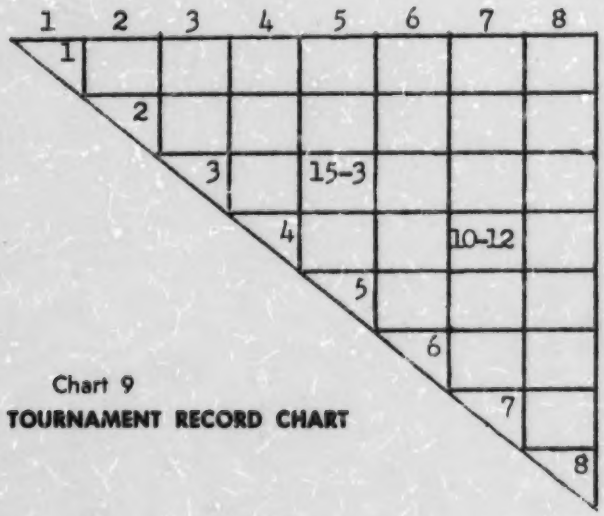

Chart 9
ROUND ROBIN TOURNAMENT RECORD CHART

Rotation Tournament

The rotation tournament, often used at card parties, is a form of round robin tournament adaptable to such games as badminton, handball, and volleyball. In the case of handball, for example, if there are four courts and eight players, two players would be assigned to each of the courts.

Instead of playing for a given number of points, a certain period of time, say twenty minutes, is set aside for the match. At the end of the time, the winners move to the next court; the losers remain. This continues until four rounds have been completed. The winner is determined by the player winning the greatest number of rounds.

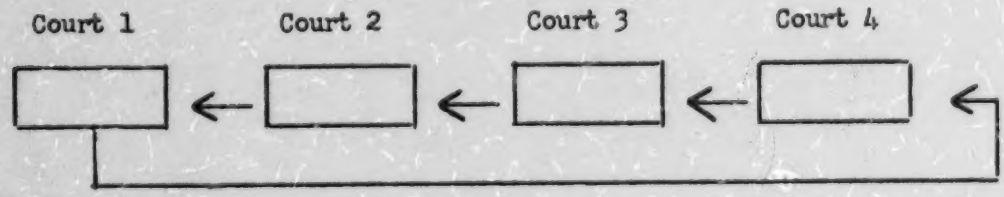

Chart 10
ROTATION TOURNAMENT

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The difficulty with this tournament is that it is possible for the players to meet each other more than once. This type of tourney would only be used for informal play (Chart 10).

Colleges, YMCAs, or other organizations having several handball or squash courts may use this tournament for an evening of informal play to acquaint old and new players. It might also be used in a camp, church, city, industrial, or armed forces recreation center having a number of table-tennis tables; the program director may conduct a novelty tournament or get-acquainted program for an afternoon or evening activity. In addition, it might be used to help develop interest in a particular activity.

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Chapter Three
ELIMINATION TYPE TOURNAMENTS

THIS FORM OF COMPETITIVE ORGANIZATION is based upon the elimination of half of the contestants in each round of play. The winner of a match moves on to the next round, while the loser is either dropped from play or is removed to a losers' bracket where again an elimination is held.

The tournament chart diagrams the positions of contestants by matches and indicates the advancement of winners and the movement of losers. The placement of entries upon the chart is accomplished in various ways. Contestants may be paired in the order of their entry or more often by lot, drawing the names from a hat and placing them on the chart in the order of the draw. The fairest way, however, is placement on the basis of respective abilities, placing the strongest players so they do not meet in early rounds.

Single Elimination Tournament

The single elimination tournament is a quick and simple method of determining a champion. Because losers are eliminated, half of the contestants in each round are immediately removed from further play. The single elimination tourney is valuable when the number of entries is large, the tourney period is short, and the facilities are limited. When extensive participation is of paramount importance and time is not a limiting factor, the use of this tourney is not advisable.

This tournament can be used to advantage in any number of ways. In the case of one-day picnics or outings it is the quickest tournament for determining a champion in such games as horseshoes, ring toss, tetherball, shuffleboard, Indian leg wrestling jacks, table tennis, and tennis. It can be used at strategic times during the season at camp to stimulate interest in such activities as table tennis, tennis, shuffleboard, horseshoes, miniature golf, and wrestling. Schools, colleges, YMCAs, boys' clubs, city recreation departments, and industrial groups will also use it for short-term special events to determine champions in such activities as basketball, volleyball, and softball.

In short, the single elimination tournament can be used as a "shot in the arm" to stimulate interest during the season in almost any kind of activity, or it can be used as an end-of-season feature to determine the champion. Its strength is that it determines a winner in the shortest possible time. Next to the double elimination tournament this is the best tournament for determining a regional, area, or national championship.

NUMBER OF MATCHES AND ROUNDS

To determine the number of matches required to select a champion and runner-up, merely subtract one from the number of entries. (Example: 15 entries by formula would yield 15 minus 1, or 14 matches; 8 entries yield 8 minus 1, or 7 matches.) To determine third and fourth place winners in addition to the above, one further match is required between the losing semifinalists, so the number of matches is then equal to the number of entries.

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To determine the number of rounds required to select a champion and runner-up, merely determine the number of times 2 must be multiplied by itself to reach a number equal to or exceeding the number of entries. (Example: to determine the number of rounds with 27 entries, 2 must be raised to the 5th power (2 x 2 x 2 x 2 x 2), or to 32, in order to equal or exceed 27. Therefore, there would be 5 rounds necessary. If there are 8 entries, 2 must be raised to the 3rd power (2 x 2 x 2) to equal or exceed 8, so we know there must be three rounds (Chart 11).

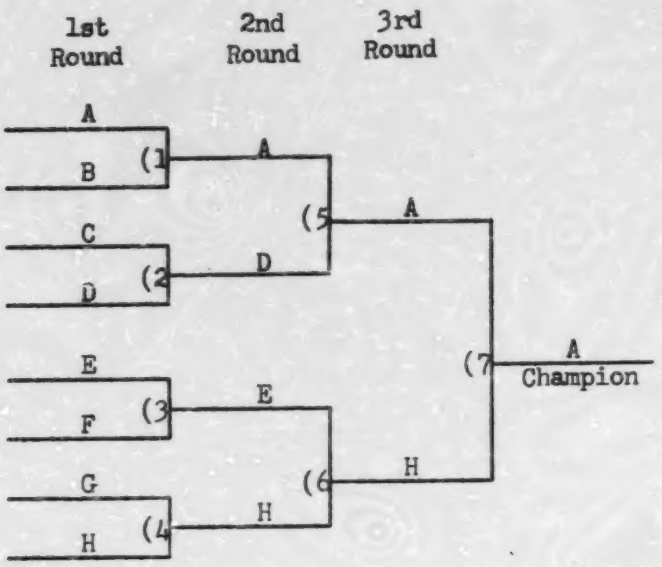

Chart 11

EIGHT TEAM SINGLE ELIMINATION

The Tournament Draw Sheet

As soon as the number of entries is known, the series of brackets known as the tournament draw sheet may be made up. When the number of entries is a perfect power of 2, it is relatively simple to make the draw sheet. All contestants are bracketed in pairs and the first round will be completely full with contestants—all may play and none need to stand by. (Chart 11 shows an eight team elimination.) If the number of entries is not a perfect power of 2, then it is necessary so to arrange the tournament chart that preliminary matches are played and some entries eliminated, thus yielding a round of contestants whose number totals a perfect power of 2, and straight elimination may then follow.

While these preliminary matches are being played, the remaining teams are inactive and standing by; this privilege of standing by is called having a "bye." It is vital to a successful tourney to grant all necessary byes in the first round. A team standing by in a closing round would be unpopular with contestants and spectators. A bye at that point is unfair to all because of the importance of the opportunity it would afford for one competitor to rest.

Number of Byes

The number of byes to be awarded in the first round of a tournament is determined by subtracting the number of entries from the next higher perfect power of 2 than the given number of entries.

As an example, if there are nine entries, the next higher perfect power of 2 is 16, and 16 minus 9 equals 7, which is the number of byes required for the first round of a nine team single elimination chart.

It is obvious that if seven of the nine teams received byes, then there would be 9 minus 7, or 2 teams

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competing in the preliminary or first round. With two competing, one must lose, so the single winner advances along with the seven who were granted byes, and therefore eight contestants are matched in the second round. Eight is a perfect power of 2, of course, and a straight elimination follows. It is important to keep in mind that byes should only be used in the first round of an elimination tournament.

With twenty-seven entries, the next higher perfect power of 2 is 32. Subtracting 27 from 32 leaves 5—the number of byes to be granted in the first round. If five teams receive byes, then 27 minus 5 leaves 22 contestants playing in the first round. Paired, this numbers eleven matches. Eleven winners of these matches advance to the second round plus five teams drawing byes, to produce sixteen contestants in the second round, a perfect power of 2, and a number from which straight elimination may be held.

How Byes Are Shown

Chart 11 shows eight contestants for a single elimination. Let's look at a chart for one more, or nine contestants, to understand how byes are shown. Chart 12 is drawn with one preliminary match. The purpose of eliminating one team is fulfilled so that the next round has eight teams or a perfect power of 2. While this preliminary match is being played, the remaining seven contestants are standing by. Their relationship may be shown by listing them with "Bye" as their opponent (Chart 12).

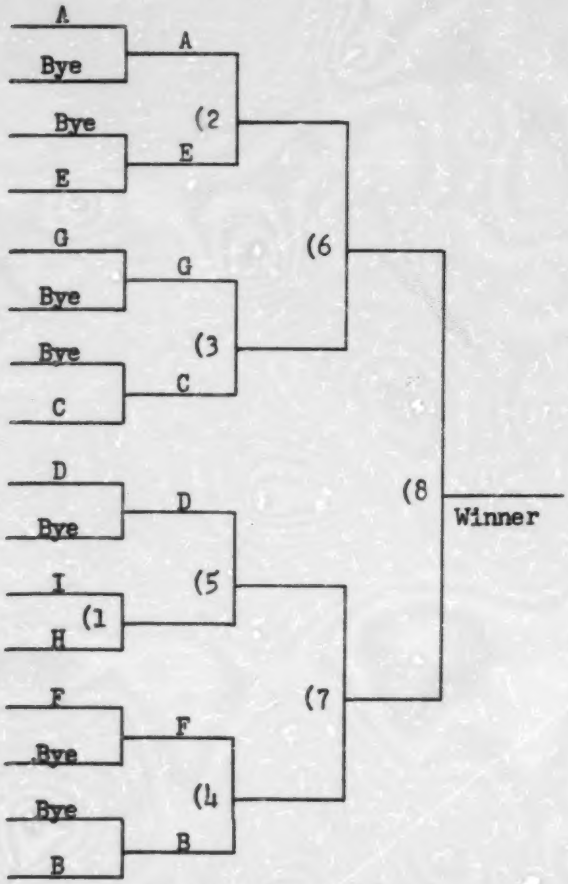

Chart 12
NINE TEAM SINGLE ELIMINATION
(BYES SHOWN)

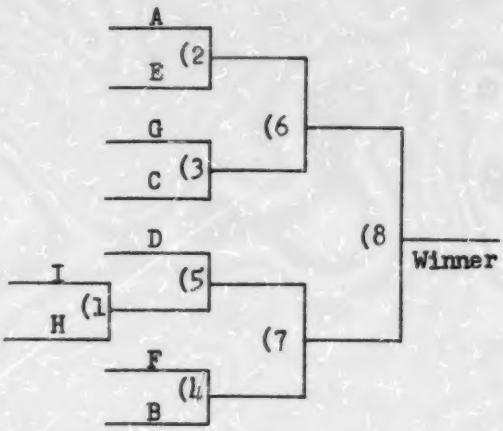

Chart 13
NINE TEAM SINGLE ELIMINATION
(BYES IMPLIED)

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Charts 12 and 13 are identical for tournament purposes. In Chart 12 the "byes" are shown. This is a tedious process, however, and often more confusing than helpful. In the model charts shown throughout this manual, the "bye" is not shown but is implied by the fact that the team standing by is shown already advanced to a new position. Chart 13 is identical to Chart 12, but no "byes" are listed.

Use of Model Draw Sheets

Section II is of great value to the tournament director at this point. This section containing double elimination charts for contestants numbering from three to forty is also a model for single elimination, in that each *winners'* bracket is organized in single elimination form. Ignore the printed numbering of matches and directions to guide the movement of losers. This information is pertinent to the double elimination tournament only. Renumbering these matches would be necessary to utilize them for single elimination, as shown in eight team single elimination, Chart 11; and nine team, Chart 12.

Notice the placement of the preliminary rounds. On the draw sheet for nine teams in Section II note that the winners' bracket is identical to Chart 13, except for numbering of matches. All of the winners' brackets shown for draw sheets of from three to forty teams in Section II are actually accurate single elimination tournaments, and, as such, are a valuable source for reference. If an entry list comprises thirty-seven teams or players, merely turn in Section II to the draw sheet for thirty-seven contestants. Copy the winners' bracket, ignoring the information for losers and renumbering the matches in the proper order. The single elimination tourney draw sheet is then ready to have the team names placed upon it.

The Draw Committee

The placement of teams upon the tourney draw sheet is of particular importance in a single elimination tourney. One loss and a team is out. If two of the better teams meet early, then an able team will be eliminated and a lesser team can place. This is unfair and may antagonize contestants and destroy spectator interest.

Because of the importance of this step it is recommended that the tourney director rate the teams and make the draw sheet with the help and agreement of a draw committee. This could result in less chance for error as well as being a helpful and consoling factor in case a "rhubarb" results later in the tournament. It can help to eliminate the criticism that prejudice had entered into the placement of teams.

Placing the Teams

The placement of teams on the tournament draw sheet is subject to several aspects or variables in the situation. If the contestants are unknown in strength or ability, if none have competed together frequently, and if all are from the same locality or all from widely separated localities, it might be wise to conduct the tournament drawing by lot, leaving the placement of the teams solely to chance.

However, as explained, the elimination tourney causes the placement of teams to assume unusual importance in relation to the outcome. The strong teams should be separated so that they do not meet until the final rounds. Teams or contestants who have played each other frequently during the regular season should be separated whenever possible, as should teams from the same locality who may have traveled some distance to enter the tournament. Some consideration should be given to the separation of two or three contestants representing one unit, organization, or club if they were entered as a minority. It might also be necessary to consider the time of arrival of some contestants so that the local or nearby teams are scheduled to play first, while a team traveling a long distance receives a break as far as possible in being assigned a later match.

Seeding the Entries

When the comparative strengths of the teams are known or when the tournament is an annual affair with last year's winners returning, the known strong teams are separated on the draw sheet so they will not meet in the early rounds. This manipulation is called "seeding." The original word was "cede," which in this case meant to grant or to assign, for places were assigned the strong teams while the rest were drawn by chance. Popular misuse, it appears, has resulted in the word "seed," which is now recognized by the dictionaries with this special meaning in reference to sports.

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The entry list should be discussed by the tournament director with the draw committee. Expert help from the outside might be enlisted to assist in ranking the entry list. It is customary to seed two teams for up to eight entries and to seed four contestants for from nine to fifteen entries. From this point the experienced director or committee will "adjust" the draw sheet, however. While it might not be strictly correct to plan to seed more than four contestants, in actual practice in championship situations where city, regional, state, area, or national titles are at stake, the positions of nearly all the teams placed upon the draw sheet should be carefully considered and wisely evaluated.

How to Seed

Keep in mind that the ultimate objective of seeding is, barring accidents or upsets, to judge the entries and their comparative strength so accurately that the two best teams play in the final match. In single elimination it is not enough that seeding brings the four best teams to the semifinals. In the latter instance, it is quite possible that improper seeding could cause the best team to eliminate the next best team in the semifinal match, while the third best team grabs second place.

The fairest and most effective method of seeding is to place the strongest rated team at the top of the chart and the second rated team at the bottom, with third seed place at the bottom of the upper half and fourth seed at the top of the lower half. This way, in the upper half, team one eventually meets team three, while in the lower half team two meets team four. First, each team is rated one apart in ability. Second, if normal play results, team one should defeat team three, while team two defeats team four. This yields the two best teams in the finals.

Proponents of another seeding system claim one *vs.* four and two *vs.* three would give better results. They hold that one will likely defeat four but if there has been an error in seeding judgment resulting in three upsetting two, then a higher seeded team meets one anyway. This argument is short-sighted, for there might have been an error made in rating any or all of the first four teams when perhaps four was underrated and should have been rated third. It would be much fairer to make the best possible judgment and then match the teams as equally as possible, making each team only one place apart in ability, or one *vs.* three and two *vs.* four.

It should be kept in mind that this recommended system thus places the first rated team in the upper half of the draw, the second rated team in the bottom half, the third rated in the upper, the fourth in the lower, the fifth in the upper, and so forth. This system is devised to pair teams as fairly as possible. No effort is made to equalize the upper and lower halves of the draw in numerical strength. Nor is there an effort to pit the upper half as a unit against the lower half. Rather it is to locate, place, or pair individual teams so that the fairest possible tournament can be conducted. It is fully recognized that the upper half of the draw is thereby rated one place ahead of the lower half in strength, but the relationship of one team to another is kept equal. The opposing seeding system will give equal numerical *total* strength to both upper and lower halves, but the relationship of individual teams to each other (the critical aspect) is unequal and unfair.

Chart 14 shows the placement of seeded teams. It should be clear that a director would seed only as many teams as the committee can fairly judge and rate. For clarity purposes, however, seeded positions are indicated for the entire bracket. The further use of this seeding chart will be explained under "Placing of Preliminary Matches."

Byes to Seeded Teams

There is no particular contestant advantage gained by being assigned a seeded position. This only indicates an effort to treat each entry fairly and to distribute strength throughout the draw sheet. Seeded teams, however, should be granted available byes in order of the team's rating. The first seeded team receives the first bye, the second seeded team is given the second bye, and so on for as many byes as are available. Should there be only four seeded teams and seven available byes, then the seeded teams should be given four of the byes and the remaining three byes placed on the chart just as though they were being awarded to the fifth, sixth, and seventh seeded places. It follows that since the seeded teams are given the available byes in

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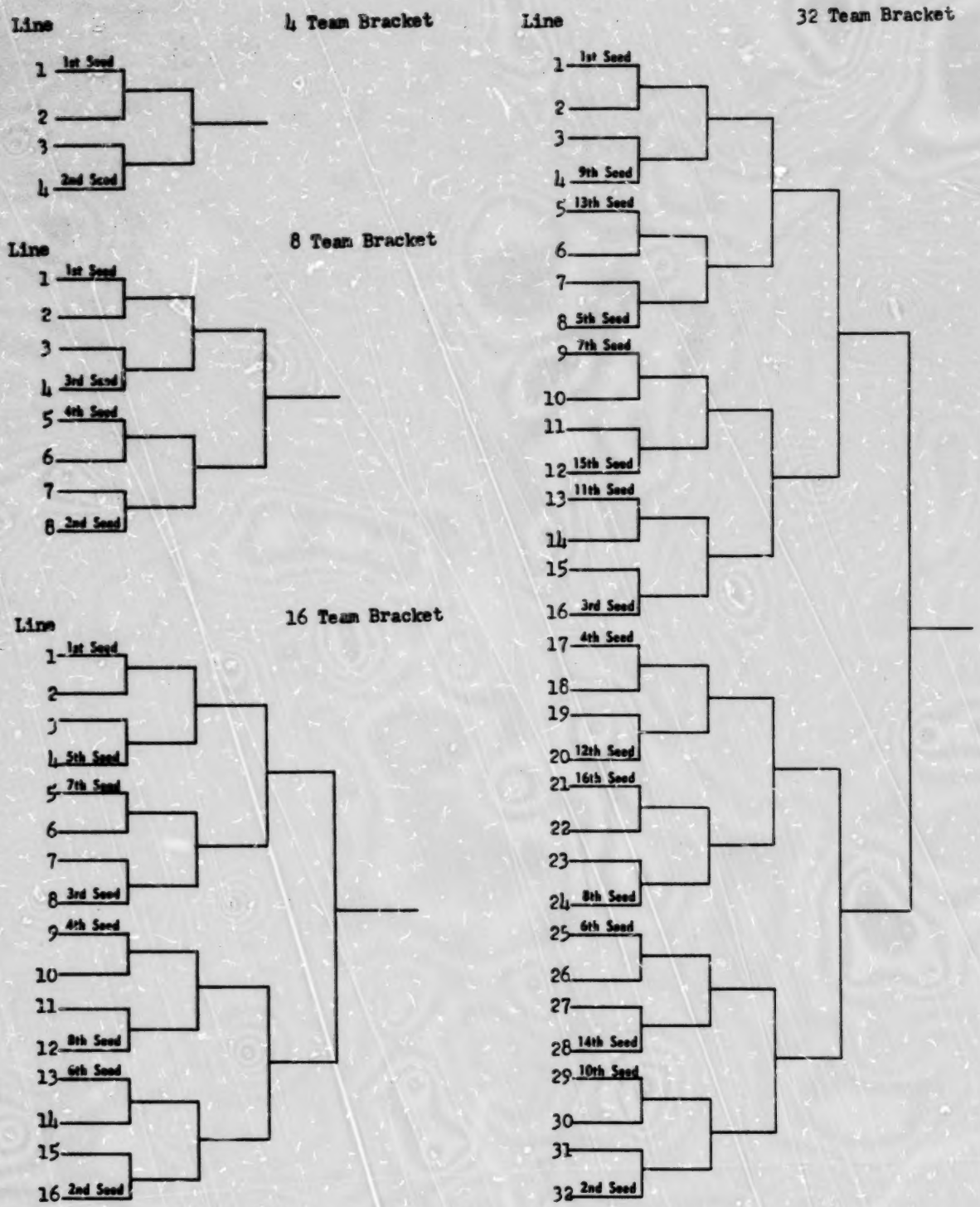

Chart 14

PLACEMENT OF SEEDED TEAMS

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sequence, then the order and position of byes is dictated by the order and position of seeding. Since the seeded positions are granted alternately, upper and lower brackets, then the byes are granted alternately. Since the seeded positions are distributed evenly throughout the draw sheet, then the byes, patterned by this, will be distributed evenly. This automatically makes for a balanced, orderly draw sheet. One system, based upon fair and logical distribution of strength, determines seeding, granting of byes, and (covered later) the positioning of preliminary matches on the draw sheet.

Placing the Byes

Chart 15, Placement of Byes, is therefore complementary to Chart 14, Placement of Seeded Teams. Since the byes are given to the seeded competitors first, then Chart 15 shows the first bye placed on line two, or opposite A, the first seeded contestant. In this five team draw, the second bye is placed on line seven, opposite B, the second seeded team. Bye three goes on line three, or opposite C, the third seeded team A comparison with the winners' bracket of a five team draw, as found in Section II, would show the appearance of this draw sheet without the first round byes shown but only implied.

On Chart 12, Nine Team Single Elimination with Byes Shown, we see that bye one is placed on line two opposite A, representing the first seeded team; bye two on line fifteen opposite B, or seed two; bye three on line seven opposite C, or seed three; bye four on line ten opposite D, or seed four; bye five on line three opposite E, or seed five; bye six on line fourteen opposite F, or seed six; and bye seven on line six opposite G, or seed seven. Again, a comparison with the Nine Team Draw found in Chart 13 or with the winners' bracket of the Nine Team Draw found in Section II would show the appearance of this chart without the byes being written but only implied.

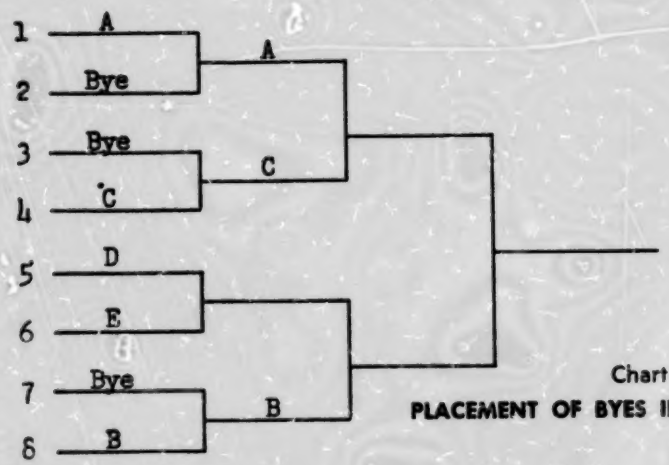

Chart 15
PLACEMENT OF BYES IN FIVE TEAM DRAW

Placing of Preliminary Matches

Whether the tournament committee decides to seed by strength two, four, six, eight, or any given number of contestants, half of the bracket positions should be filled by using the proper seeding order. For example, in setting up a twenty-one entry tourney, the next higher perfect power of 2 is 32, so a chart of thirty-two places should be used. First half of these places (16) should be filled with teams by using the seeding system shown in Chart 14. If the committee plans to seed eight entries by strength rating, these should be given priority and the strongest or first seeded placed on line one, the second seeded on line thirty-two, and so forth in progression. The remainder of the sixteen entries to be placed to fulfill this step may be selected by discussion, adjustment, or chance methods but are charted by using the seeding system for placement. Next, the byes are put on the chart. Thirty-two minus twenty-one equals eleven byes. The first bye would be placed opposite seed one, or on line two; the second bye would be placed opposite seed two, or on line thirty-

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one, etc. . . . the tenth bye would be placed opposite seed ten, or on line thirty; and the final bye (the 11th) would be placed opposite seed eleven, or on line fourteen. This fills sixteen plus eleven, or twenty-seven of the thirty-two places. The remaining five teams are placed in the remaining five places by chance or adjustment. By this system the positions of the five preliminary matches are placed correctly.

In a second example, for a nine entry tourney, the next higher perfect power of 2 is 16, so a draw sheet of sixteen places should be used. If four entries are to be seeded by strength then, first, these should be placed in their proper spaces according to Chart 14. Four additional teams, making eight, or half of the sixteen positions available, should be placed upon the chart in the fifth, sixth, seventh, and eighth seeded positions. These additional four may be selected by discussion, adjustment, or chance methods. The available byes (7) are then placed in their predetermined position, one opposite the first seeded place, and so forth. In this example, after the seven available byes are placed, one position remains open and one team is left to fill it. The single preliminary match is thus placed correctly by the system.

Once this preliminary chart is drawn, it is recommended that each team receiving a bye be advanced to the next round and the preliminary bracket showing the team and bye should be erased, leaving only the preliminary matches which are actually to be played. An example of this procedure is found in Chart 13.

Increase Participation with Adaptations

To increase interest in tournament participation, it is suggested that a consolation tournament be conducted in conjunction with the main elimination event. By giving further chance for participation, the consolation rounds tend to overcome the criticism that single elimination does not give enough participation.

The Bagnall-Wild system can be used to determine more correctly the third and fourth place winners; and it can be used to overcome the objection that single elimination does not select fairly second, third, or fourth places.

The double elimination system is the answer to the criticism that the single elimination tourney is unfair. Double elimination gives a team a second chance to come through to win. Double elimination with consolation is by far the best type of championship tourney to conduct. This guarantees three matches to every contestant and allows for any inequalities which might appear in the tourney draw.

Consolation Tournament

The consolation tournament is set up to give the losers of first matches in the single elimination tournament an opportunity for further competition and participation by placing them in consolation rounds or a second straight elimination. In promotion of a tournament it thus becomes possible to advertise that all teams are guaranteed two matches.

If additional facilities are available, consolation rounds can be conducted at the same time as the single elimination.

Those Eligible

If the single elimination tournament is one in which the number of entries is a perfect power of 2, all of the losers in the first round are placed in the first consolation round and a straight elimination is conducted. All contestants are thereby guaranteed two matches or more.

If the single elimination has a number of entries *not* a perfect power of 2, then not only first round losers but also second round losers who drew a bye in the first round are eligible for the consolation rounds. Again, each entry is guaranteed two matches.

Drawing the Bracket

Two types of consolation charts are used to portray the position and progress of teams. One system utilizes rounds drawn to the left of the first round to record the losers' progress, while the winners move to the right in straight elimination. This method is not recommended because it is often confusing to spectators and contestants.

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The consolation rounds should be drawn below and somewhat apart from the single elimination brackets. Chart 16 is an illustration of an eight entry single elimination with consolation rounds for losers of their first match. This is relatively simple, since 8 is a perfect power of 2 and all rounds are filled, therefore, with no complicating byes.

Filling the Brackets

When the entries in the single elimination do not number a perfect power of 2, it complicates the consolation rounds. If the draw sheet is drawn up ahead of time in a program or printed form, it is necessary to provide for possibilities in the consolation rounds that may not materialize. Also, before the consolation rounds may start, it is necessary to give entries with byes in the single elimination an opportunity to play their first match and determine whether they win or lose. If they lose they are included in the consolation round, since they have actually suffered a first match loss—the bye does not count as a win. If they should win in this second round match, their opponent may or may not be included in the consolation round, depending on whether or not this is his first loss in the single elimination.

Therefore, a perfect power of 2 may or may not result for the first consolation round. If it does not, byes must be awarded to insure a number of contestants in the second consolation round which is a perfect power of 2.

Chart 17 will clarify this situation. In the single elimination, Able and Bekins were given byes, so advanced to the second round. Cedar defeated Eden, so the latter dropped to consolation; while Foote lost to Dean, so also dropped down. Able won his match in the second round and Cedar was not eligible to play in the consolation because he had already won his first match; but Bekins lost to Dean, so moved to consolation.

The consolation chart had been printed on the program and drawn on the giant master board in advance so that courts and game times could be scheduled. Provision had been made then for Able in case he lost his first match. In this case, it was necessary to write Bye in the space saved for Able, since he did not qualify for consolation.

Classified Consolation

In the classified consolation tournament, entries are grouped in classes according to ability based on previous showing or on a qualifying contest. The sixteen players in Class AAA might be the highest qualified, while the next sixteen highest would compete in Class AA. The eight losers in the first round of each class may be placed in a consolation to give additional play and accommodate large numbers of participants.

Sports in which the contestants may be classified by qualifying scores are best adaptable for the use of this type of tournament.

Bagnall-Wild Tournament

To select a second and third place winner with reasonable accuracy, the director of a single elimination tourney might supplement his play with aspects of the Bagnall-Wild. All competitors defeated by the winner of the straight elimination prior to the final match compete against each other in a second elimination, the winner of which plays the defeated finalist for second place. Should the defeated finalist lose, he receives third place and his victor gets second place; should he win, he receives second place, and all players defeated by him in the first elimination compete in a third elimination, the winner of which plays the defeated finalist of the second elimination to determine third place (Chart 18).

Double Elimination Tournament

Good players and strong teams delight in the double elimination tournament. It combines reasonably fast determination of a champion with security of an opportunity to compensate for an "off game" defeat or one suffered by poor pairings. A contestant who is defeated in the first elimination or winners' bracket continues in play in a second elimination or losers' bracket, from which he may emerge as the eventual tourney winner. Play continues until all but one of the entries have been defeated twice. When the winner of the losers' bracket emerges he is matched with the winner of the winners' bracket. Should the winner of the losers'

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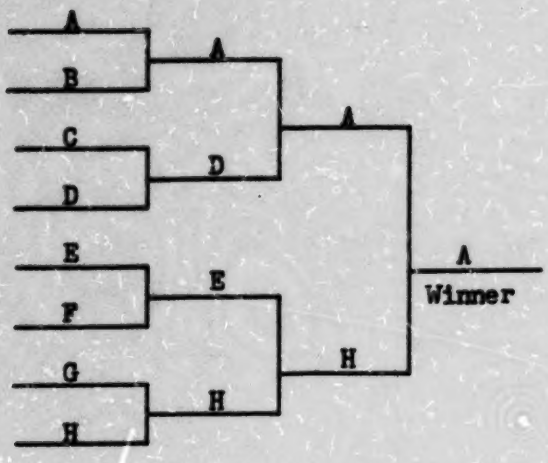
Main Elimination



Consolation

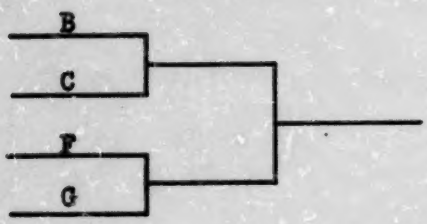
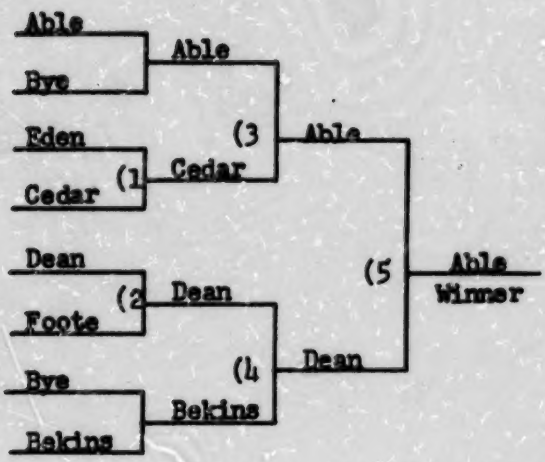


Chart 16
EIGHT TEAM ELIMINATION
WITH CONSOLATION

Main Elimination



Consolation

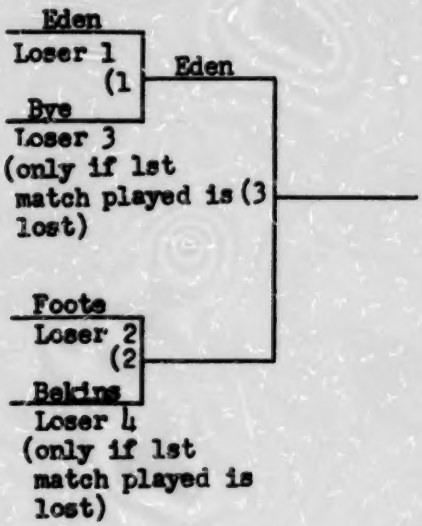


Chart 17
SIX ENTRY ELIMINATION
WITH CONSOLATION CHART

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Chart 18

BAGNALL-WILD FOR 14 TEAMS

bracket suffer a second loss, the tournament is over; however, should he win, then each contestant will have suffered one loss and a second match is played to determine the champion.

Considering all types of tournaments, double elimination is probably the best to use in determining a regional, area, or national championship. This is assuming that individuals or teams have not been competing in a league but are brought together for a short period of time to determine a champion. In this elimination type there can be no ties of any kind. Since it guarantees each entry two matches before being eliminated, this tournament is readily accepted. The addition of a consolation bracket to the double elimination tournament is the most acceptable and is recommended for national or sectional championships. This guarantees

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each entry three matches. To draw a consolation bracket for double elimination, follow the same procedure as explained under "Consolation Tournament."

The double elimination and double elimination-consolation types of tournaments can also be used to great advantage in almost any activity by all of the organizations previously mentioned in the manual. Usually, contestants prefer these types to the ladder, pyramid, or similar tournaments, since the former have a definite beginning and ending. Such tournaments can be scheduled, depending on the number of teams and how often matches are to be played, to end in two days or a month. An example of this is found in the explanation of the "Double-Time Tournament" (Chapter 1).

Draw sheets for double elimination play, to provide for three to forty contestants, are to be found in Section II. These have been carefully drawn according to a newly developed system which eliminates any possibility of an incorrect draw. The director will find these ready to use, easy to reproduce, and simple to follow. In some cases, it may be necessary to renumber matches due to the number of available courts.

Number of Matches

The number of matches in a double elimination tournament may be determined by the formula $N = (c \times 2) - 2$, meaning contestants multiplied by 2 and subtracting 2 yields the number of matches (Example: 15 contestants times 2 equals 30 minus 2 equals 28 matches). It must be remembered that one additional match may be necessary should the winner of the losers' bracket defeat the winner of the winners' bracket. Each contestant is guaranteed two matches, of course, since he must be defeated twice to be eliminated.

Importance of Seeding

Seeding the double elimination draw is deemed unnecessary by some authors, as the insurance of being able to survive one loss is thought to be adequate to allow for non-seeding. This is a fallacy. First, good seeding will allow prediction of the outstanding contests, which will stimulate spectator appeal. Secondly, the route through the losers' bracket is definitely more tiring and could alone mean the difference in a win or loss in the final matches.

The Winners' Bracket

The winners' bracket is made exactly as prescribed for single elimination found under the heading "The Tournament Draw Sheet" and continued through "Placing of Preliminary Matches."

The Losers' Bracket

The second elimination for contestants who have lost one match is called the Losers' Bracket. This is drawn in a manner somewhat similar to that of single elimination except that it is complicated by the addition of new contestants in certain rounds as players are dropped down from the winners' bracket. It must be remembered that, after the first round of the losers' bracket play, the rounds must consist of a number of matches equivalent to a power of 2. If the first round of the winners' bracket has three matches, then three losers will drop to the losers' bracket. If the second round of the winners' bracket has eight matches, then eight losers will drop to the losers' bracket. When a late round of the winners' bracket has only *one* match, then only *one* loser will drop to the losers' bracket and there he must enter at a place where there is but one other team in order to give a round of two teams.

The three team draw found in Section II is the most elementary. In this draw the two matches in the winners' bracket (1) and (2) yield a single winner and two losers. The two losers meet in the losers' bracket (3), eliminating one with his second loss and yielding a single winner to meet the original bracket winner in the final match or matches (4).

The four team draw in Section II shows one further aspect as the two first round matches in the winners' bracket (1) and (2) yield two losers who then meet in the losers' bracket (4). A final match in the winners' bracket (3) yields a single winner again but also one additional loser to play the single team remaining in

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the losers' bracket. A match here in the losers' bracket (5) drops a second team from the tourney with a second loss and provides a winner (with one loss on his record) to challenge the single unbeaten team in the winners' bracket (match 6). Should the once beaten team in the losers' bracket defeat the winner of the winners' bracket, then each shall have one loss and a second match (7) is necessary to determine the final victor.

Crossing the Brackets

The six team draw in Section II is the first to employ the crossing of brackets to prevent pairing the same contestants in the losers' bracket who met previously in the original bracket. It may be readily seen that a contestant would object to meeting the same team twice and possibly being eliminated from the tourney by that one team, provided it is at an early stage where such an occurrence could be prevented. In this six team draw, should the loser of match (1) be paired with the loser of match (3), it is quite possible that the same teams would meet twice. Instead, therefore, the loser of match (1) is paired with the loser of match (4), while loser of (2) meets loser of (3). The earliest, then, that the same teams may meet twice would be match (8), where it may *not* occur but cannot further be prevented should certain teams win.

It may be asked why the loser of match (1) is not paired with the loser of match (2). Should this be done in the losers' bracket, it would yield a single winner to be combined with two new losers dropping down —loser of (3) and loser of (4)—making three, a non-power of 2, previously warned against. It would be equally wrong to match loser of (1) with loser of (2), while the loser of (3) is paired with loser of (4). This would eliminate from the tourney a team—either loser (3) or (4)—which has won the right to first meet and attempt to eliminate a lesser team. It must be assumed a team playing in match (3) or match (4) is better than a loser in (1) or (2), either because the former has been awarded a seeded position or has won a match to gain this place. Pairing two stronger teams—losers of (3) and (4)—in the same round where two weaker teams—losers of (1) and (2)—are paired, would eliminate a stronger team and leave a weaker winner remaining. There is only one course open—to match loser of (1) with loser of (4) and loser of (2) with loser of (3).

Eight is a perfect power of 2, so in the draw for eight teams, found in Section II, we find a full complement of teams in the first round of the winners' bracket. Whenever the first round is full, the losers are dropped down in order and paired. In match (7) loser of (1) meets the loser of (2) and in match (8) the loser of (3) meets loser of (4), all in order. The second round winners' bracket—loser of match (5) and loser of match (6)—are inverted in order when dropped to matches (9) and (10), again so a second pairing of the same teams will be prevented.

In the nine team draw in Section II, the second round of the winners' bracket—matches (2), (3), (5), and (4)—is the first complete round. The losers of these matches drop to the losers' bracket, in order, and follow the above procedure in pairing. However, this draw is complicated by the single preliminary match in the upper bracket which yields a single loser. This forces a single preliminary match in the losers' bracket while the other three losers stand by. The preliminary match will eliminate one of the five losers and will leave four, a perfect power of 2.

The system used provides for crossing brackets, then, to prevent a reunion of teams whenever possible. Therefore, in the winners' bracket the first pairing crosses with the third pairing, bracketing the loser of match (1) with the loser of match (2). Similarly, in later draws, the losers of the second pairing will cross with the losers of the fourth pairing. It may better be stated that losers from the first quarter of the winners' bracket, when crossed in the losers' bracket to prevent reunions, are paired with losers from the third quarter of the bracket; while losers from the second quarter are paired with the fourth quarter.

In the draw for seventeen contestants in Section II, it will be noted that the loser of the preliminary match (1) is paired with the loser of match (3) because match (1) is located on the bottom half of the third quarter of the winners' bracket and match (3) is located on the bottom half of the first quarter.

Following this system, it may readily be seen that comparing the draws in Section II will give the tournament director, who wishes to know how to draw them, principles which if followed will make the double

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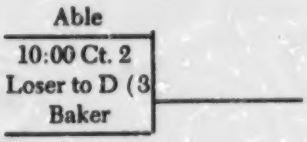
elimination tourney a fine tool for competitive play. On the other hand, the busy director may safely reproduce the desired draw sheets from Section II and merely needs to understand how to seed the teams or contestants to make maximum use of this tool.

Numbering the Matches

The matches are numbered consecutively in the order in which they are to be played. Example:



The pairing shown here would indicate that Able plays Baker in the third match. (As matches are numbered in Section II, the draws insure that rest between matches is distributed as equally as possible.) *However, the numbering might change depending upon the number of courts or playing surfaces used or perhaps in order to schedule a certain match at a certain hour.*

It is important that each time a tournament draw sheet is being arranged, the numbering of matches be checked very carefully so that a team does not play two matches in succession. There should be a scheduled period of rest for a team between matches. However, this is not always possible in small tournaments or near the end of a tournament when there are only two, three, or four teams remaining. In this case, teams that have just played should be given a rest period of the length desirable for the sport being contested.

Another important factor in arranging the draw sheet is to list the time and court where each match is to be played (see above example).

In the example, match (3) is played at 10:00 o'clock on court (Ct.) 2. In Section II the time and court are not listed for each match on the draw sheets, since these two items would change depending on the number of courts available; however, Chart 20 shows a draw sheet with complete tournament results. Notice the method used to indicate match scores. For example, in match (4) Springfield defeated Pittsfield; this is indicated by Springfield being listed in match (11) with the scores 15–5, 14–12. Also see Chart 21 showing the time, match number, and court schedule of matches for the tournament.

Indicating Movement of Losers

The movement of the losers from the matches in the winners' bracket to the losers' bracket is indicated in two ways, making it relatively easy for contestants and spectators to follow a large and complicated draw. Each pairing in the winners' bracket bears the words "Loser to" (example above in "Numbering the Matches") followed by a letter of the alphabet. In the losers' bracket the lines of each pairing are labeled with a letter of the alphabet in consecutive order from the top down in each successive round, with the first line marked A, the second B, and so forth. Also, each line in the losers' bracket, where a new loser enters, is marked with the word "Loser" and a match number beside it (D_____) to indicate from whence
Loser 3
he came. This system, used throughout Section II, makes the movement of losers relatively simple to follow, not only for the teams or contestants but for the spectators as well.

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Chapter Four
PLANNING and CONDUCTING TOURNAMENTS

PROBABLY THE MOST IMPORTANT FACTOR in the conducting of any tournament is the advance planning that is accomplished by the sponsoring organization weeks and months prior to the tournament. It makes little difference whether it be a badminton, volleyball, handball, basketball, or some other kind of tournament, the same basic and thorough planning is necessary to insure success on the day of the event. Too often a tournament committee waits until a few weeks before the event and then hurries to prepare and mail what turns out to be incomplete information about the tourney; orders trophies and/or medals that eventually come late and have to be sent to the winners; fails to check equipment and does not allow enough time following the close of entries to send out pairing information. These are but a few of the problems that can cause trouble when advance planning is lacking.

Even if a tournament is to be a small affair conducted on an intramural basis by a school, college, YMCA, or church, there should be careful planning, organizing, and directing. Following the event an evaluation should be made by the sponsoring committee and tourney participants. Too often, those responsible for tournaments accept their responsibility too lightly, with the result that the contest becomes just another program.

Communication prior to and during the small tournament is also an important factor. Individuals and teams must be well informed by advance information sheets. This should be detailed information concerning dates, fees, rules, etc. During the course of the tourney, information should be distributed regarding its progress and any other pertinent information that would help make the event more interesting to the participants.

Although tournament organization charts, committee responsibilities, and advance tournament time schedules may vary due to the size of the tournament, the important matter is that the organization conducting a tournament develop a sound plan and administer it.

A study of Organizational Chart 19 showing committee responsibilities, the month by month work explained in "Advance Tournament Planning Schedule," Chart 20 showing a draw sheet, Charts 21 and 22 showing time, match, and court schedules, may help in the planning and conducting of tournaments.

Committee Responsibilities

TOURNAMENT COMMITTEE

The tournament committee is responsible for the entire conduct of the affair. It should meet regularly prior to conducting the tournament to hear the reports of all operating committees, act upon their requests, and give them authority to function after their requests have been approved.

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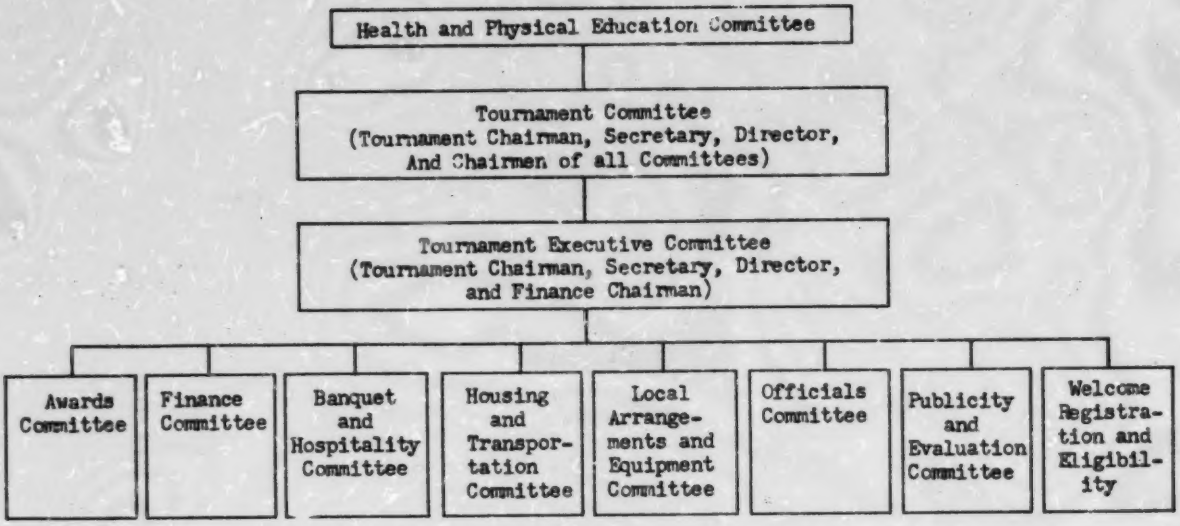

Chart 19

TOURNAMENT ORGANIZATION CHART

The tournament committee should make it understood that each operating committee is to clear any problem matters with it before moving ahead. Also, that within two weeks after the event, each committee should submit a written report, giving important information regarding the committee's work.

It is also the responsibility of the tournament committee to submit to the next higher committee a final report within a month following the completion of the event. This report should be a compilation of reports received from each of the other subordinate committees.

Executive Committee

This committee is very important and can save a great deal of time for the entire organization. It may be that the tournament chairman has several problems that need attention but they are not important enough to call a meeting of the entire committee. The executive committee is given the power to act on behalf of the tournament committee on matters needing immediate attention. One of its important functions is to draw the tournament playing schedule or to appoint a championship or tournament draw committee and see that it operates. Also, see that a large tournament draw sheet and time-court schedule is prepared for posting at the tournament site.

Awards Committee

1. Secure acceptance from tournament committee of the number and the kind of awards to be given (team trophies, individual awards) and present budget to finance committee.
2. Review trophy catalogues, contact suppliers for best prices, and place order within allotted budget.
3. See to it that awards are properly engraved.
4. Be responsible for awards being delivered for display purposes two weeks prior to event.
5. Locate suitable place for awards to be displayed prior to the tournament.
6. Have awards suitably displayed at tournament site on day of event.
7. Be sure that a time is allotted for awards presentation.
8. Secure dignitaries to present awards and have them available for presentation.

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Finance Committee

1. Receive and review all committee budget requests.
2. Work with executive committee in setting up budget.
3. Present to tournament committee final budget for its acceptance.
4. Enforce budget after it is adopted by tournament committee.
5. Present plans and be responsible for raising tournament funds through sponsors, programs, sale of tickets, and so forth.
6. Be responsible for receiving all funds and issuing checks on expenses.
7. Handle sale of tickets on day of event.
8. Issue a financial statement at the conclusion of the tournament to the tournament committee.

Banquet and Hospitality Committee

The work of this committee depends a good deal on the length and size of the event.

1. Develop a budget according to the kind of refreshments and entertainment expected by the tournament committee. Have budget approved by finance committee.
2. Arrange menu for banquet, luncheon, or snacks (whatever the case may be). Secure any services or rooms that will be needed well in advance.
3. Be responsible for the seating arrangement, head table, master of ceremonies.
4. Organize all phases of entertainment and hospitality to be offered during tournament, such as at the banquet, sight-seeing during course of the tournament, evenings following the day's competition.
5. Secure "host committee badges."

Housing and Transportation Committee

1. Determine budget requirements and present to finance committee.
2. Secure and send to all teams the names, addresses, and rates of housing possibilities, such as hotels, motels, YMCAs, tourist homes. Make it clear if each team is to secure its own accommodations.
3. Handle all correspondence dealing with housing.
4. Receive requests and make reservations for all committees needing meeting rooms during the events.
5. Have on hand at the tournament headquarters a member of the committee who has a list of where all teams are housed and directions to get there.
6. Make available to teams, before and after arrival, information on all modes of travel in and out of the tournament city.
7. Provide city maps and bus timetables for transportation from tourney headquarters to tourney site.
8. Be responsible for all transportation that may be needed during the event. This might include sight-seeing tours (co-operate with hospitality committee), movement of teams between tournament sites, to and from hotels, etc.

Local Arrangements and Equipment Committee

1. Determine budget requirements and present to finance committee.
2. Be responsible for everything that has to do with the playing courts setup and the equipment needed to put on the tournament. This includes decorations, welcoming signs, seating, sound systems wherever needed, locker room organization and setup, first-aid room, referee platforms, repair equipment, scorers' tables, chairs, lighting, balls, nets, floor markings, resting rooms for players, signs showing directions to various parts of building, maintenance help in case anything goes wrong, and so forth.

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Officials Committee

1. Determine budget requirements and present to finance committee.
2. Select Referee-in-Chief and secure his acceptance.
3. Be responsible for securing all officials who may be needed. (If it is necessary to train any of these, carry out that responsibility.)
4. Secure equipment needed by officials, such as whistles, horns, score sheets, and visual scoreboards. It is well for the officials committee to check with local arrangements and equipment committee to see that court equipment is as it should be.

Publicity and Evaluation Committee

1. Determine budget requirements and present to finance committee.
2. Make contact with all newspapers, radio and TV stations, to determine what coverage will be given the tournament. Supply material and information requested.
3. Develop and distribute tournament promotional material to schools colleges, athletic clubs, industrial organizations, and so on.
4. Be responsible for printed program, posters, bus and car signs. In the printed program there should be a tournament draw sheet and time-court schedule of matches.
5. Secure an announcer to report match results and make other necessary announcements.
6. Evaluation responsibilities—see Evaluating the Tournament," at the end of this chapter, for procedure.

Welcome, Registration, and Eligibility Committee

1. Determine budget requirements and present to finance committee.
2. Be responsible for promotion of the tournament among the expected entries by sending out tournament announcement fliers, entry blanks, tournament information and rules.
3. Accept all team entries and acknowledge receipt of registration.
4. Determine eligibility of all players and teams well in advance of tournament. Be on hand to rule on player eligibility if problem arises.
5. Be on hand to register all entries at the time of the tournament.
6. Be responsible to see that there is a welcoming committee on hand to meet the tournament entries as they arrive.

Advance Tournament Planning Schedule

Twelve Months Prior to Tournament

1. Have skeleton committee appointed to determine tournament dates.
2. Secure playing facilities.
3. Secure sanction to conduct tournament.

Nine Months Prior to Tournament

1. Begin building committee organization. Determine those who are vitally interested in project.
2. Have tournament sanction in hand.

Six Months Prior to Tournament

1. Tournament committee should have had first meeting.
2. All committees should be active.
3. Physical facilities should be checked and schedule developed to put them in first-class condition.
4. First notification of tournament to prospective entries.

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Three Months Prior to Tournament

1. Committees should continue to meet regularly and have plans well under way.
2. Individual and team awards should be ordered.
3. Second notice to prospective entries with information sheet—return card enclosed on which teams indicate interest to compete.
4. All officials invited. Reply card enclosed.
5. Be sure all needed equipment has been ordered.

Two Months Prior to Tournament

1. Third notification, entry blanks, detailed information sheet, and tournament rules sent to prospective entries.
2. All committee plans finalized.

One Month Prior to Tournament

1. Final notification, second entry blank, etc., sent to prospective entries.
2. All needed equipment in hand: balls, nets, etc.
3. Physical facilities ready: floor markings, lighting, officials' platforms, scorers' tables, scoreboards, net riggings, etc.
4. Training sessions for linesmen, scorers, timers, scoreboard keepers, etc.
5. Meeting of tournament committee—last big check.
6. Tournament awards should be on display.
7. All publicity material—posters, car signs, etc.—should be displayed in strategic locations.

Two Weeks Prior to Tournament

1. Entries should close at least two weeks prior to the conducting of the tourney.
2. Final major check of tournament committee to see that all is ready.
3. Tournament draw should be made by a committee appointed by the executive committee.
4. Send copy of draw to teams (or entries). Send copy of draw to area/state and national organizations.
5. Check for any playing hazards.
6. Training sessions for linesmen, scorers, timers, scoreboard keepers, etc.
7. All committees meet for final check of responsibilities.
8. Final check on number of tournament officials.

Final Week Prior to Tournament

1. Check in detail with all committee chairmen to see that their responsibilities have been carried out. Use a form check list to be sure.
2. Prepare a large tournament draw sheet and time-court schedule for tournament site.

During Tournament

1. Have suitable ceremony at the opening of the tournament and each day prior to the first match.
2. Have cots available for players where they may rest between matches.
3. Be sure a physician is available at all times.

Following the Tournament

1. Final report should be sent to area/state and national organizations.
2. Final report to health and physical education or responsible committee.
3. Be responsible for final results being sent to all entries.
4. All committee men, officials, newspapers, radio, TV, and all others having a responsibility for the tournament should be sent thank-you letters by the chairman of the tournament.
5. An evaluation of the tournament by the evaluation committee.

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It was mentioned under "Advance Tournament Planning Schedule" that entries should close two weeks prior to the tournament. At that time it is the responsibility of the tournament draw committee to meet,

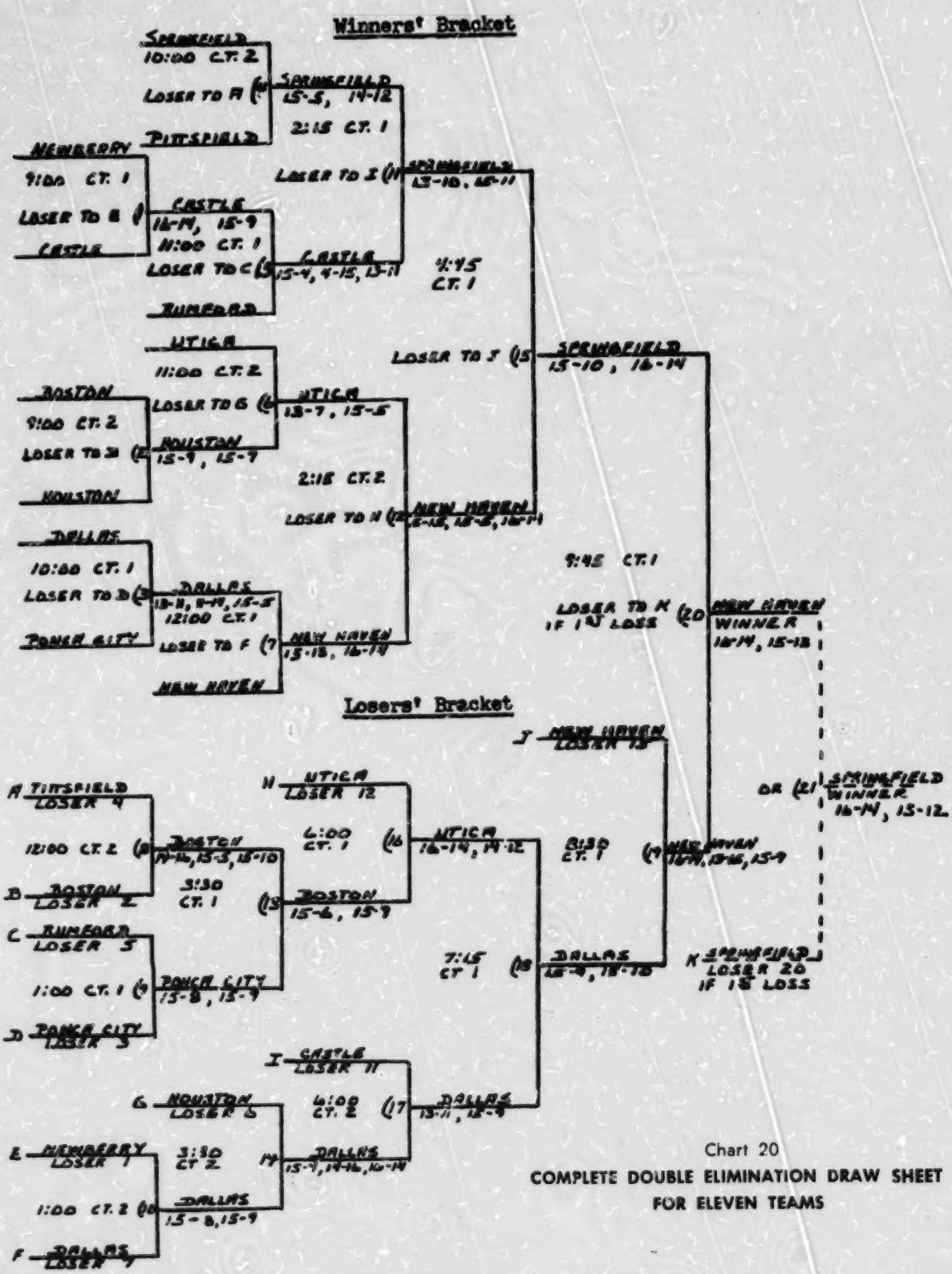

Chart 20

COMPLETE DOUBLE ELIMINATION DRAW SHEET FOR ELEVEN TEAMS

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make the draw, and prepare the time-court schedule. These two items should then be sent to all entries with any final instructions. If, for any reason, the draw committee does not wish to send a copy of the tournament draw sheet and time-court schedule to the entries, they should at least send a card notifying the teams of the time of their first match and who their opponent will be.

Before the time-court schedule can be prepared, the number of available courts must first be determined; also, how many days the tournament will run. In Chart 20, showing an eleven team double elimination draw, only two courts can be used effectively. If three courts were available, one could be used for team warm-ups but not for tournament play, since teams or individuals should not have to play two matches in succession and three courts would cause this. However, as the number of entries increases, it is possible to use additional courts most effectively, especially in the early rounds.

As has already been mentioned, it may be necessary to renumber matches on the draw sheets in Section II, due to the number of available courts and also to schedule a certain match at a certain hour. Attention is called, in Chart 20, to the way match winners are listed and where the scores are placed.

Chart 21 shows the time-court schedule for the eleven team double elimination draw. This schedule can be very helpful to the tournament director for use as a match check-off sheet.

DATE		
TIME	COURT NUMBERS	
	1	2
9:00 AM - Match Number	1	2
10:00 " - " "	3	4
11:00 " - " "	5	6
12:00 PM - Match Number	7	8
1:00 " - " "	9	10
2:15 " - " "	11	12
3:30 " - " "	13	14
4:45 " - " "	15	
6:00 " - " "	16	17
7:15 " - " "	18	
8:30 " - " "	19	
9:45 " - " "	20	

Chart 21

TIME-COURT SCHEDULE OF MATCHES FOR ELEVEN TEAM DRAW

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Setting the length of time for matches depends upon the sport and the number of games per match.

For the benefit of players and spectators, a large tournament draw sheet and time-court schedule should be displayed in a location where it can be readily observed. As matches are completed, scores should be recorded (as shown on Chart 20) and matches crossed off on the time-court schedule.

The Grant System

In some tournaments where contestants are entered in more than one event, such as in badminton (men's singles and doubles, mixed doubles), the draw committee should alternate the women's matches and the men's matches so as to insure that in the first few rounds no contestant will have to play two matches in succession. However, as the tournament nears completion, successive matches cannot always be avoided, especially if a contestant is in several events. It is most important for the draw committee to check the match numbers of contestants before completing the time-court schedule to be sure that the contestant has not been assigned two matches at the same time. This can be accomplished by using individual contestant match record cards. As match number assignments are made, the event, hour, court, and match number are listed on each contestant's card. It will be noticed immediately if a contestant is being assigned too soon following another match, or is being assigned two matches at the same time.

In a large tournament it is considered good procedure to plan for an open court now and then just in case a problem should arise. If the open court isn't needed, it can be used for practice.

This system of developing in advance a draw sheet (which lists contestants' names, court numbers, time of match, and match numbers) and the time-court schedule (listing the time of match, court, and number of match) plus the use of the team or contestant's match record card, is referred to as the Grant System.

No matter how many events or divisions are being contested or courts are being used at one time, the matches are numbered and listed on the time-court schedule of matches in the order in which they are to be played. For example, if in a badminton tournament Event I is women's singles (WS) and Event II is men's doubles (MD) and match (4) is a match of women's singles and match (5) is men's doubles, these matches would be listed in numerical order on the time-court schedule of matches and would also be listed as matches (4) and (5) on the respective draw sheets of each tournament (Chart 22).

If this system is followed properly, it can be used very effectively in planning tournaments in various sports where individuals are entered in several events or where teams are competing and several divisions are being contested at one time.

Directing the Tournament

Much could be said about the directing of tournaments. Again, the organization of this phase depends on the size of the tourney and whether the matches are to be housed in one building.

Needless to say, there must be a tournament director, no matter what the size of the event may be, and on his shoulders rests a great deal of responsibility for the success of the tournament. Committees are very important, especially in the early stages of organization when there is so much to do; however, once the tournament is under way, its success depends upon the skillful way in which the director keeps close contact with the match schedule.

Probably the greatest problem in conducting any tournament is seeing to it that matches are run off on time. If the draw committee has done its job correctly, the time for each match will have been properly scheduled; therefore, it is the responsibility of the tournament director to enforce the tourney time-court schedule. Leniency at this point, on the part of the director, can cause the tournament to lag, with the result that team and spectator interest will be in jeopardy. A good tournament director must be fair but firm in his decisions. A contestant may see an open block of time in the schedule and request that his match be changed for some good reason. On the surface, this change may seem logical and possible, but great care should be exercised to see that a detailed study is made of the situation by the tournament committee with representatives of teams concerned. This is especially important if the tournament being con-

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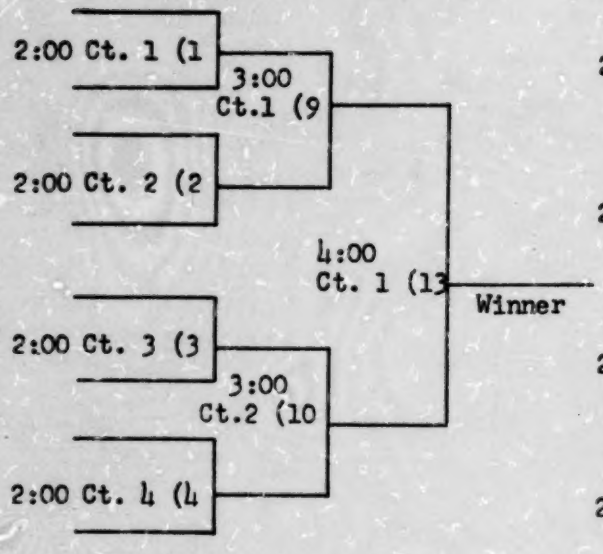
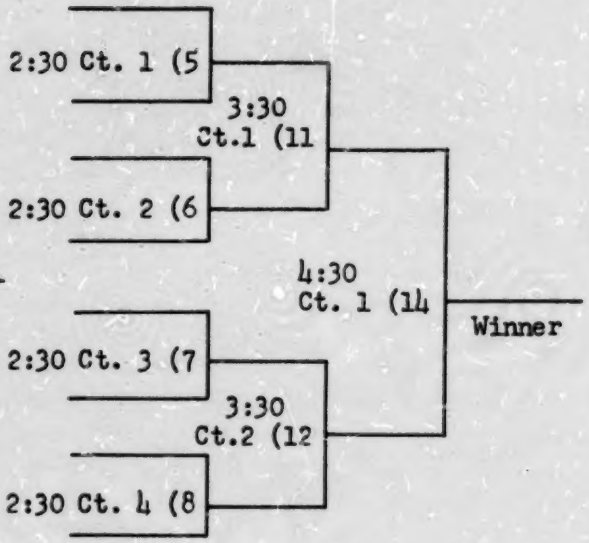
EVENT I - Women's Singles (WS)



EVENT II - Men's Doubles (MD)



TIME	COURT NUMBERS			
	1	2	3	4
2:00 PM - Match Number	WS 1	WS 2	WS 3	WS 4
2:30 " - " "	MD 5	MD 6	MD 7	MD 8
3:00 " - " "	WS 9	WS 10		
3:30 " - " "	MD 11	MD 12		
4:00 " - " "	WS 13			
4:30 " - " "	MD 14			

Chart 22

TOURNAMENTS WITH MORE THAN ONE EVENT
EVENT DRAW SHEETS AND TIME-COURT SCHEDULE OF MATCHES

ducted is a round robin or eumination. The changing or delaying of one match could upset the whole tournament.

Directing a tournament is a major responsibility and requires a director and his associates to be on the job whenever matches are in progress. If a tournament is large and the director has several associates or

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court managers, it is advisable to have them check with him on all matters that are not routine. These assistants should be well-trained through pre-tournament meetings and should be kept well-informed by the director through constant contact or regular clearance meetings.

The efficient management of a tournament should operate as a team, with each member co-operating to see that details are cared for and that all personnel—contestants, scorers, timers, and officials—are on hand, on time, and prepared to do their job. The time schedule depends upon this co-ordination.

Results of matches should be kept posted up to the minute so that contestants and spectators may be well informed. Large-size charts of the results are helpful as well as individual program charts. In some instances, a daily newssheet may be helpful to keep all personnel up to date on tournament news. The local press or wire services should receive bulletins on results in time to meet their press schedules. This emphasis on communications will help make the tourney a standout affair.

Evaluating the Tournament

Upon completion of the tournament, it is recommended that an evaluation be made of the whole affair. Only by evaluating can success be determined and a better plan developed for the next event.

The following suggestions are made to help determine the success of the tournament:

1. An evaluation committee should be appointed prior to the tournament.
2. This committee would develop an evaluation form which would be sent to all entries (teams) and would contain questions relative to all phases of the tournament (registration procedure, promotion, housing, awards, banquet, etc.).
3. Entrants would be asked to fill out this questionnaire and return by a certain date.
4. Committeemen would also fill out the questionnaire.
5. These evaluation questionnaires would then be compiled and studied.
6. The results would be studied and used in the planning of the event or tournament the next year.

Chart 23 is a sample questionnaire that might be sent to entries.

TOURNAMENT EVALUATION FORM

The (name of organization conducting tournament) was very pleased that you (or your team) participated in its recent tournament. In order that we may conduct a better tournament next year, please fill out the enclosed evaluation form and return by (date) to John Peters, 13 State St., Blueberry, Ohio.

Many thanks for your help.

	YES	NO
1. Did you receive notice of the tournament far enough in advance?	___	___
If no, how far in advance would you want notification? _____		
_____		
2. Was the information you received sufficient?	___	___
If no, what additional would have been helpful? _____		
_____		
_____		
3. Was the registration procedure satisfactory?	___	___
If no, what could have been improved? _____		
_____		
_____ _____		
4. Did you enjoy the tournament?	___	___
If no, what would have made it better? _____		
_____		
_____		

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YES NO

5. Were you satisfied with the draw? ____ ____
   If no, what was the problem? _____
   _____
   _____

6. Were you satisfied with the playing facilities? ____ ____
   If no, what suggestions would you have? _____
   _____
   _____

7. Were your accommodations satisfactory? ____ ____
   If no, why? _____
   _____
   _____

8. Was the food satisfactory? ____ ____
   If no, what suggestions do you have? _____
   _____
   _____

9. Considering the problems of officiating, were you generally satisfied with the officials? ____ ____
   If no, what suggestions would you have? _____
   _____
   _____

10. If this tournament were conducted another year, would comparable dates be satisfactory? ____ ____
    If no, when would you suggest? _____
    _____

11. Was the general organization and administration of the tournament satisfactory? ____ ____
    If no, what suggestions do you have? _____
    _____
    _____
    _____

12. If the tournament was conducted another year, would you participate? ____ ____
    If no, why not? _____
    _____
    _____
    _____

Other Comments:

_____
_____
_____
_____
_____

Return to:
John Peters
13 State St.
Blueberry, Ohio

CHART 23
TOURNAMENT EVALUATION FORM

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Section II

Single and Double Elimination Draw Sheets— Three to Forty Teams Inclusive

HOW TO USE THESE DRAW SHEETS

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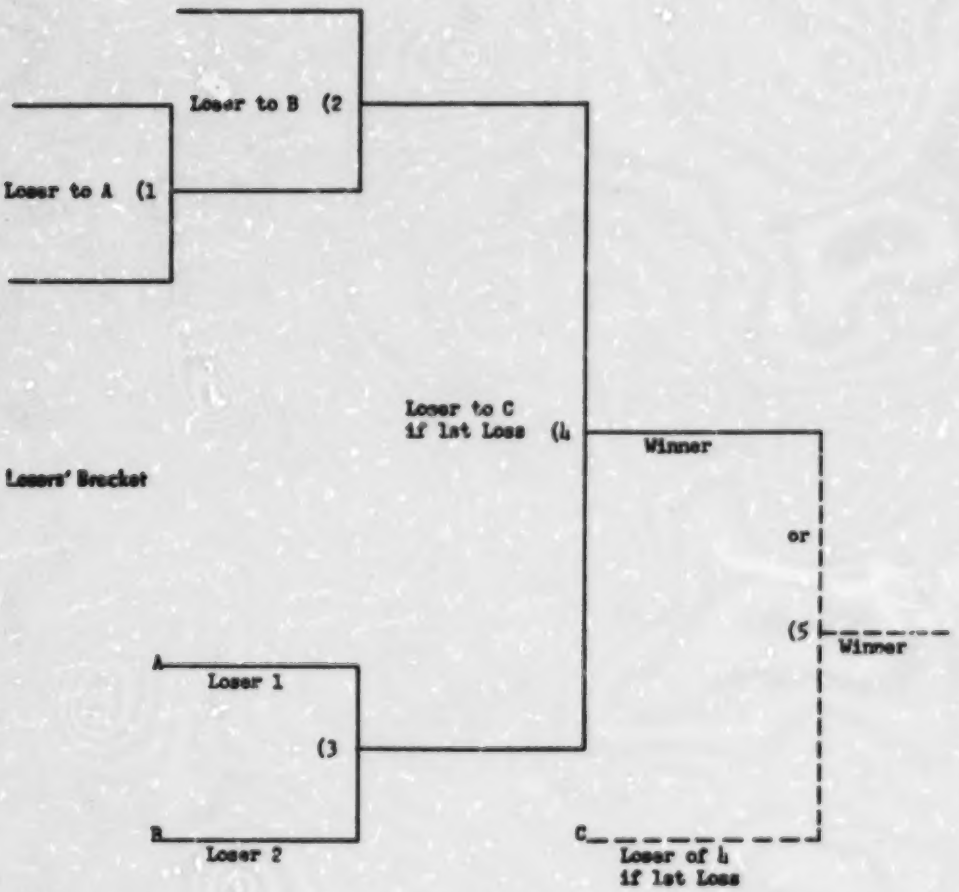
Winners' Bracket



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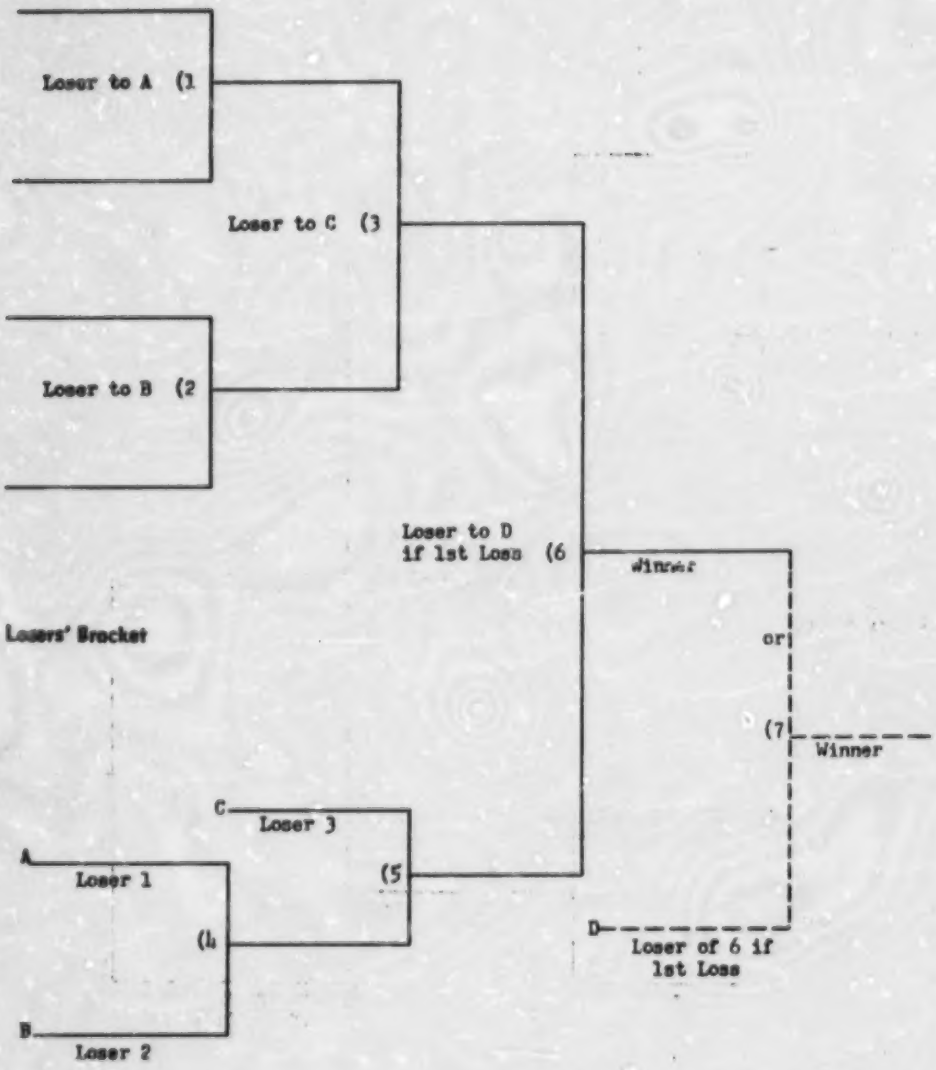

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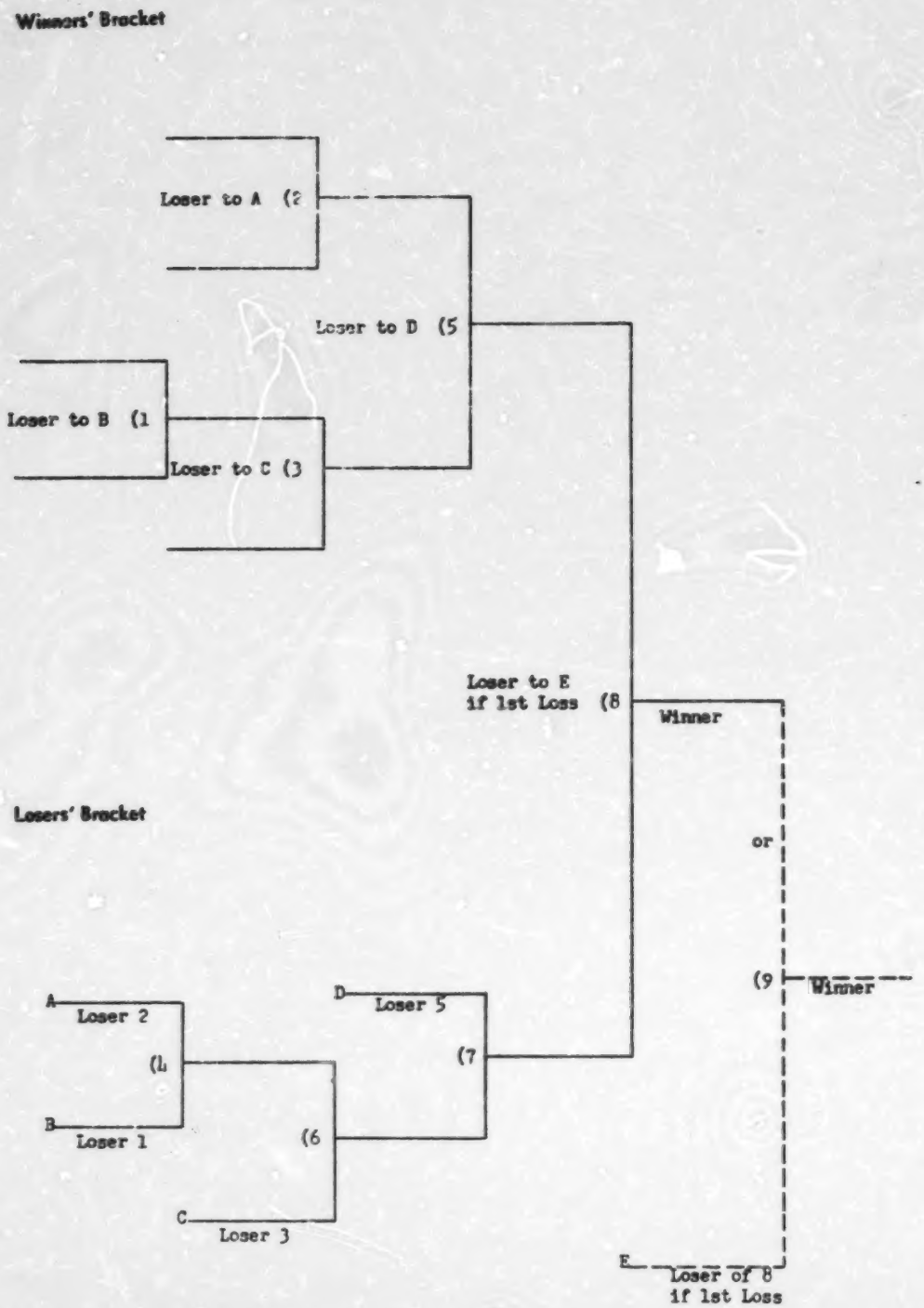

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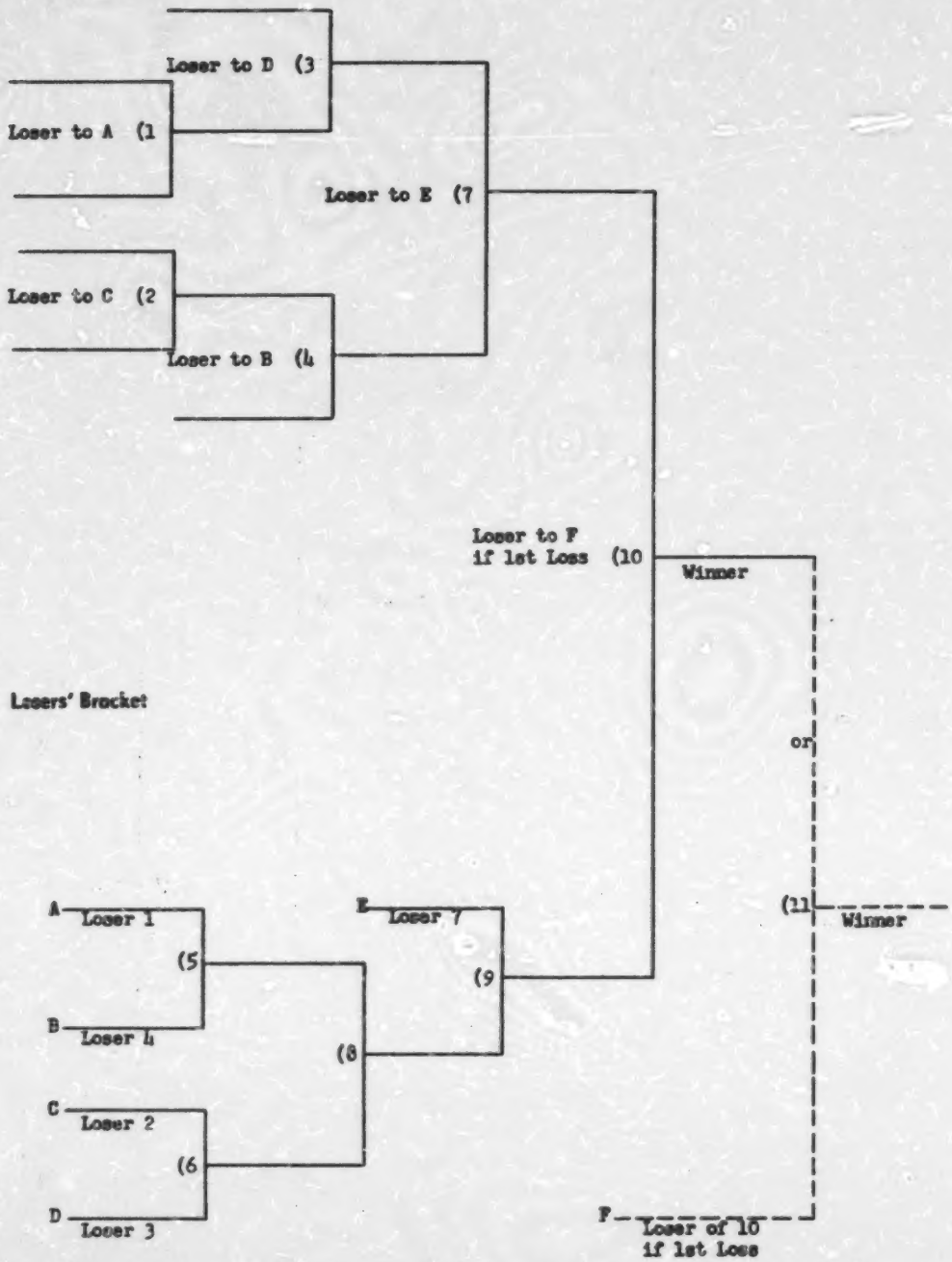
6 Teams or Contestants

Winners' Bracket



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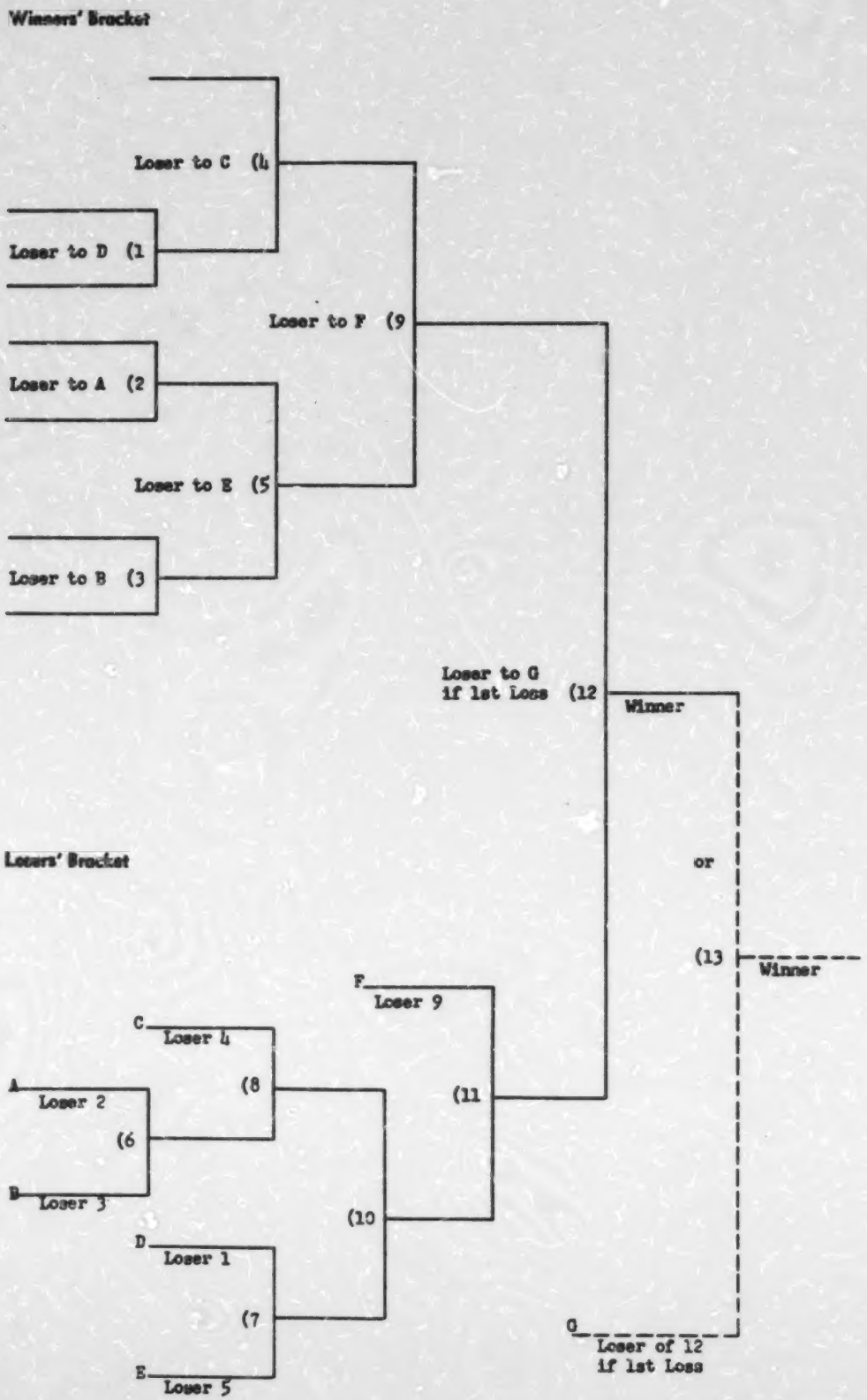
7 Teams or Contestants



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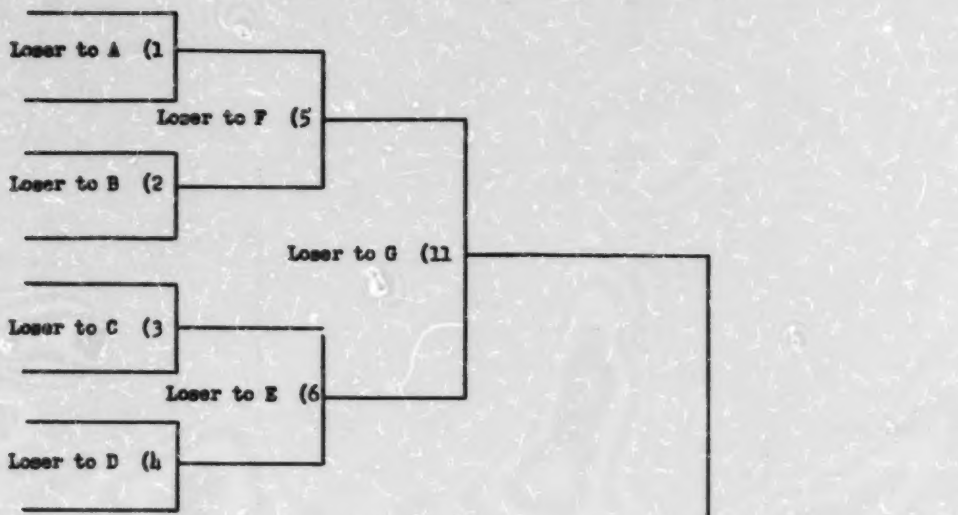
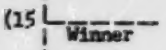
8 Teams or Contestants

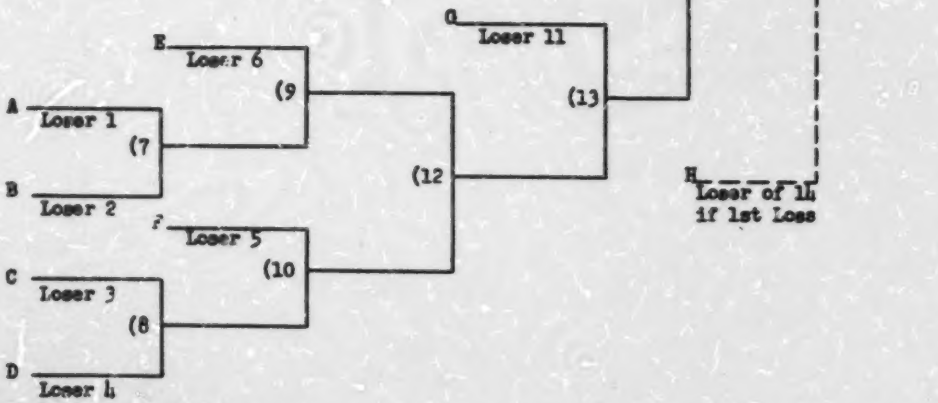
Winners' Bracket



or



Losers' Bracket



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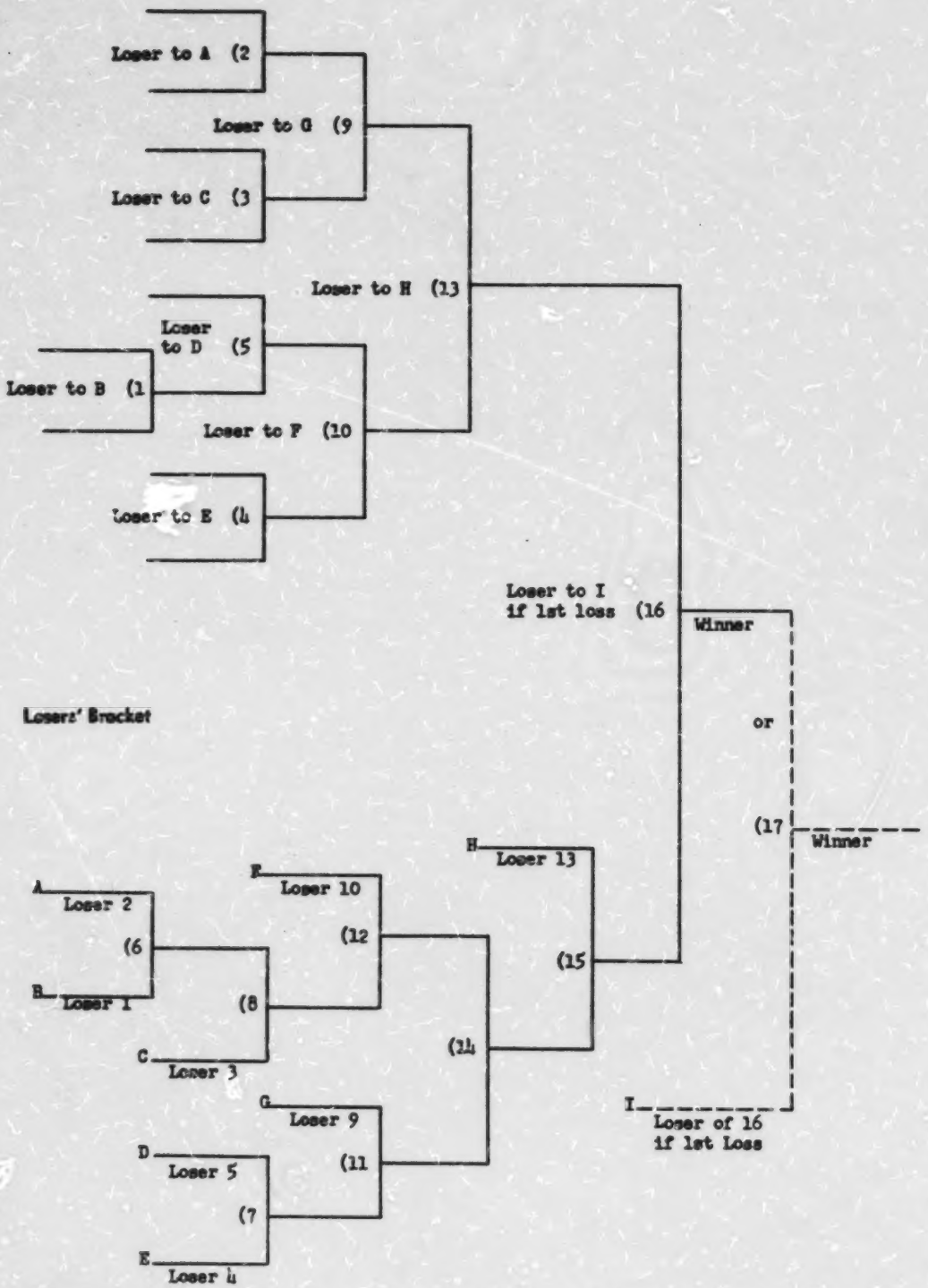
9 Teams or Contestants



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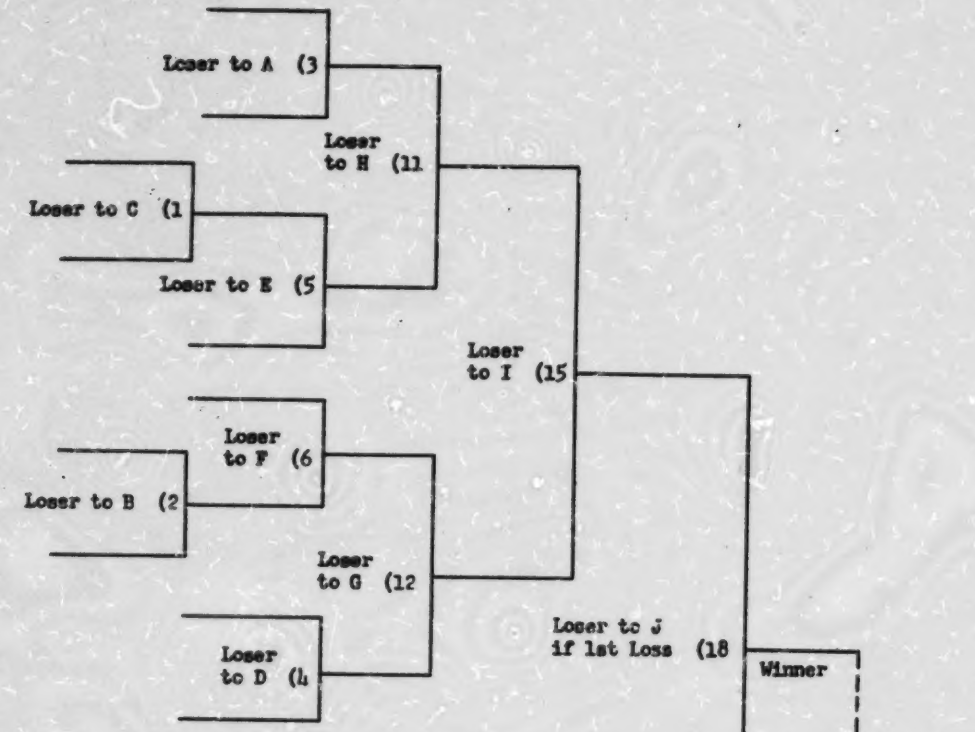
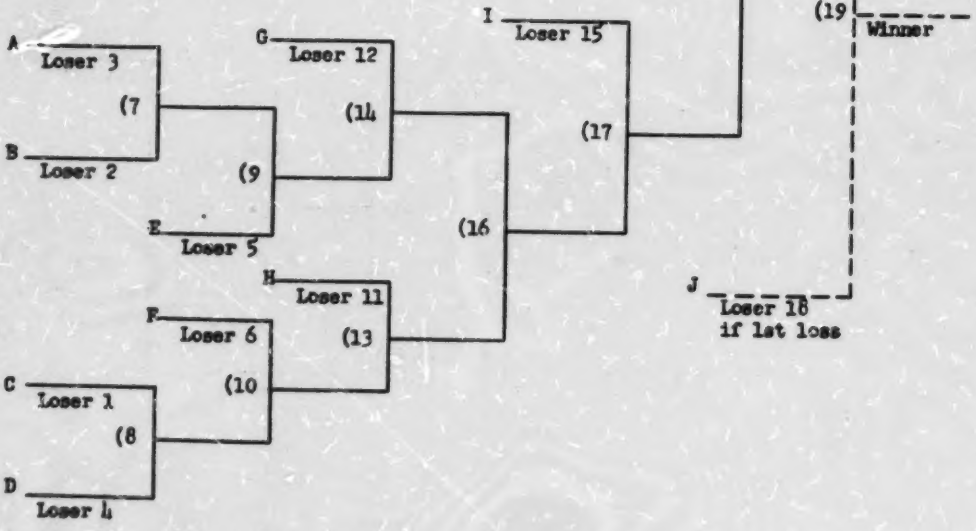
Winners' Bracket **10 Teams or Contestants**



Losers' Bracket



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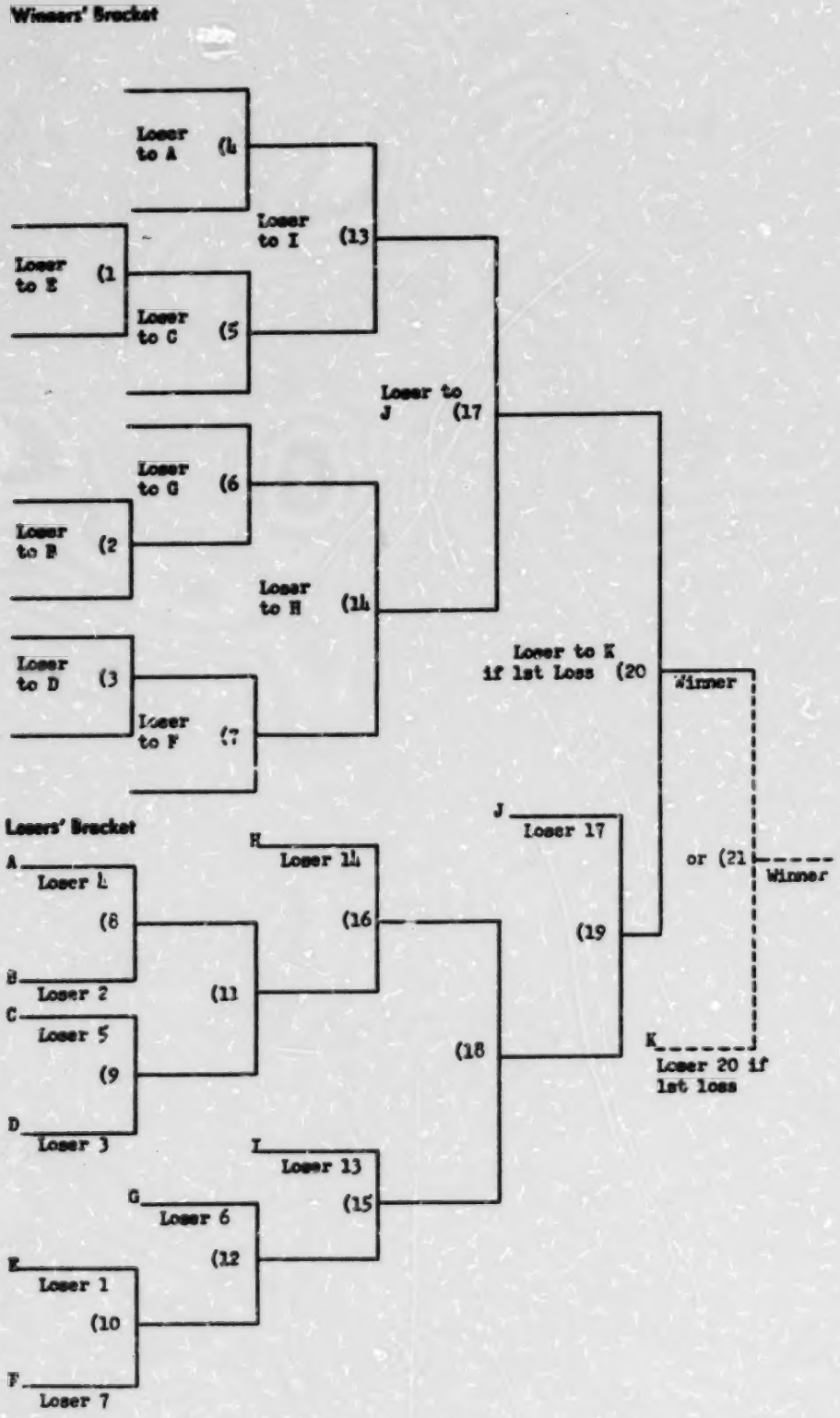

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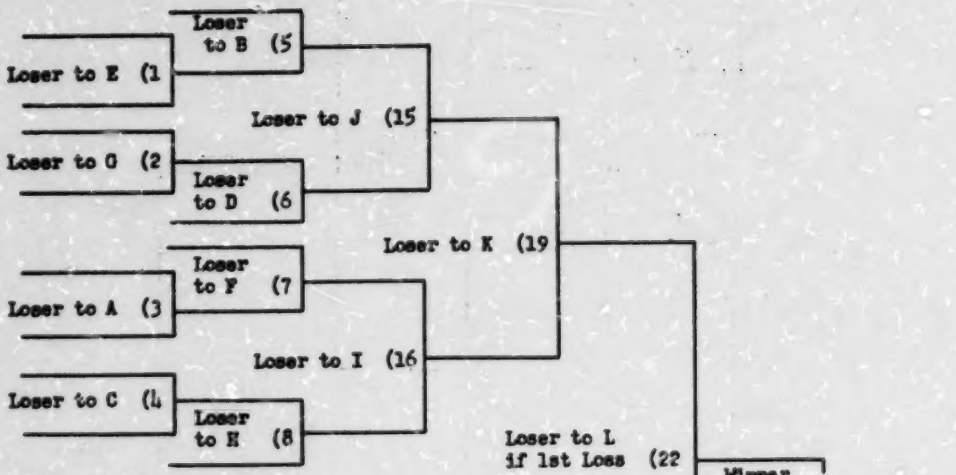
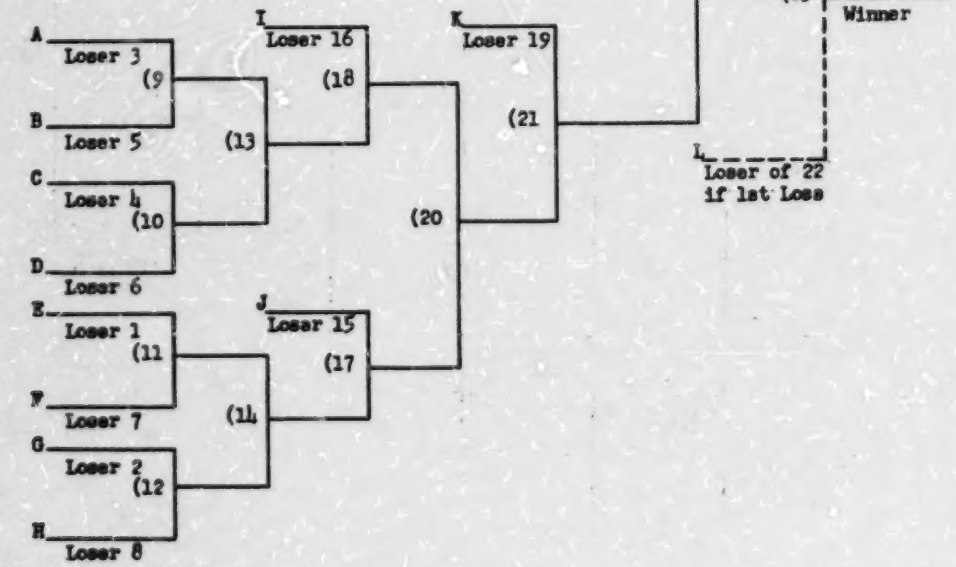
Winners' Bracket



Losers' Bracket



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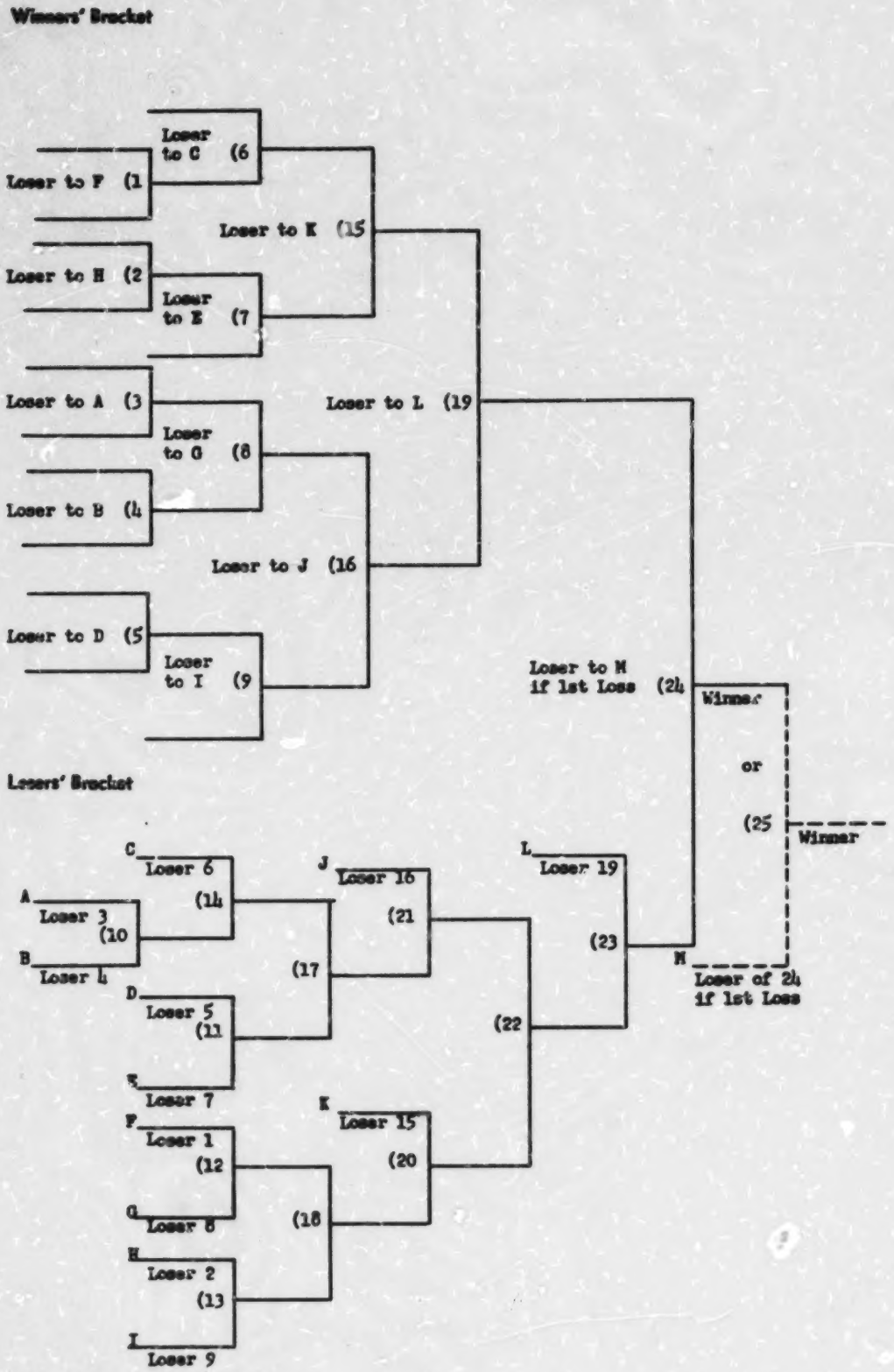
13 Teams or Contestants



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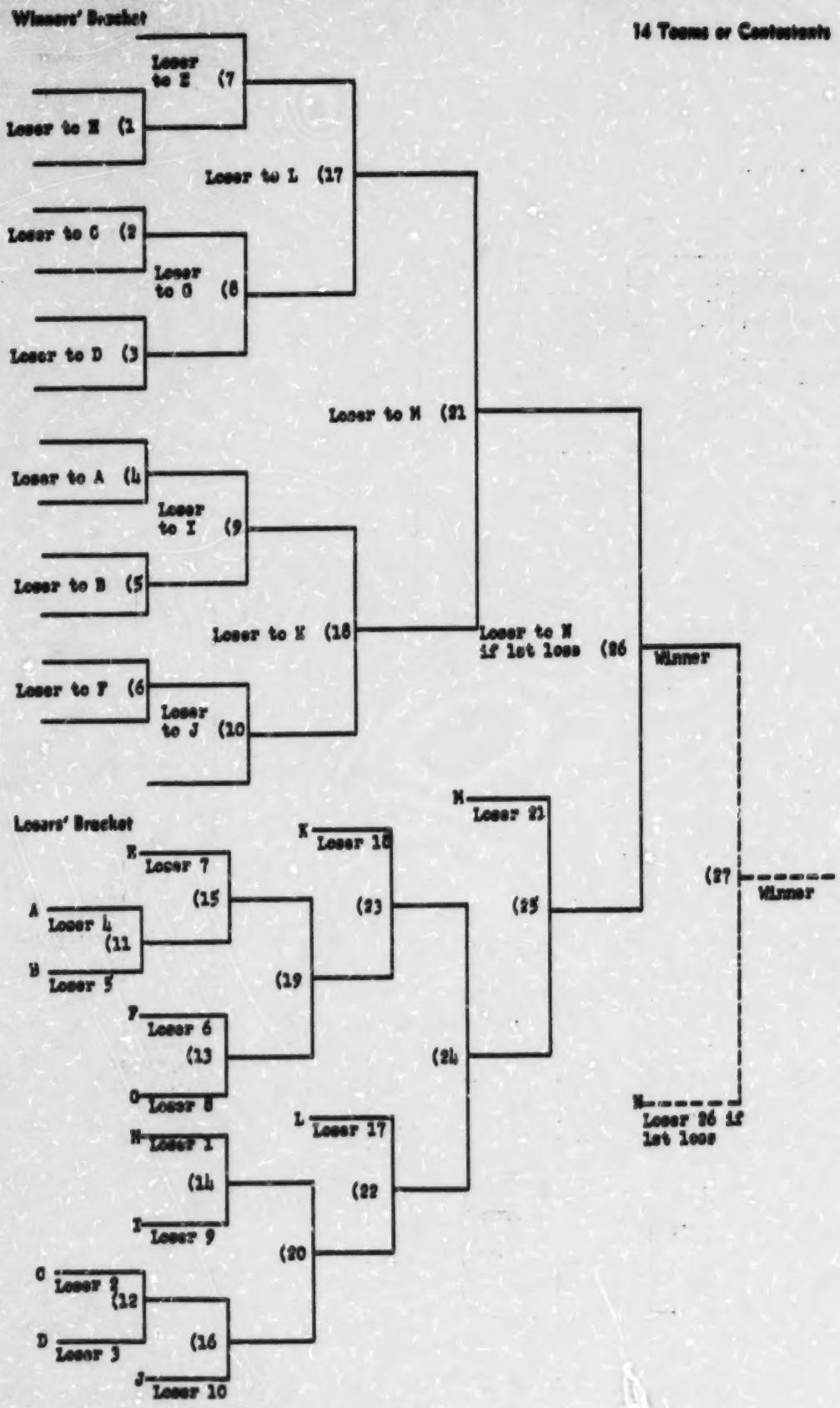

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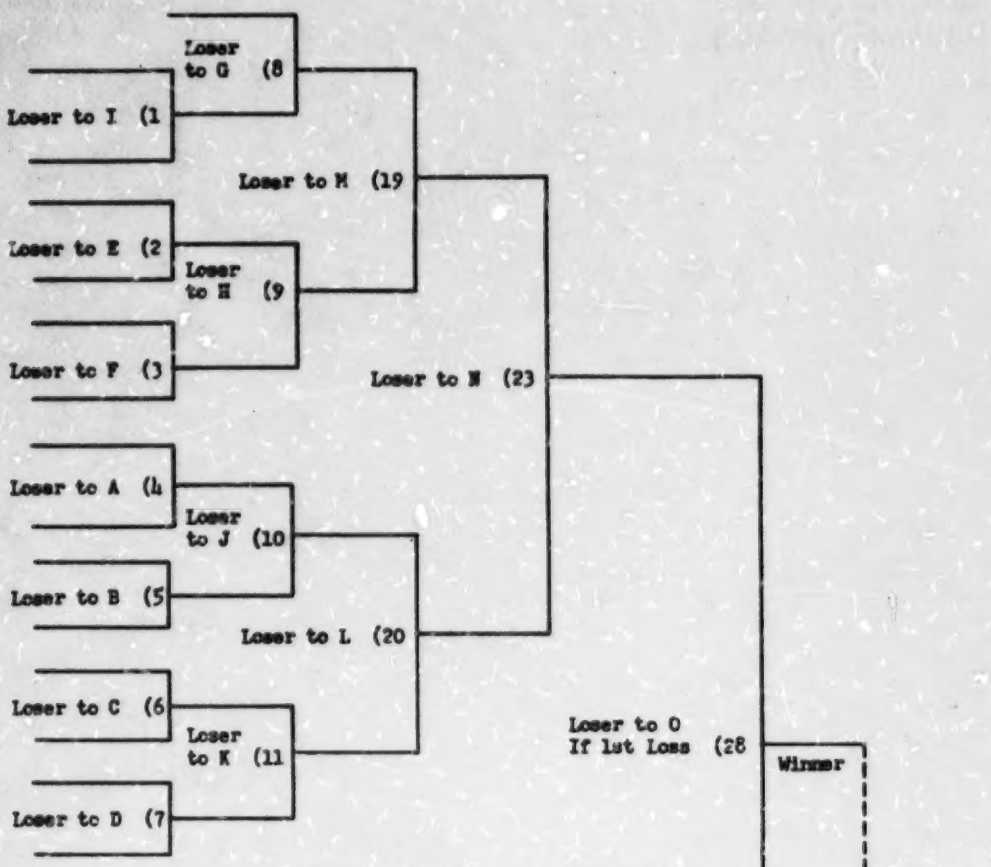
Winners' Bracket **15 Teams or Contestants**



Losers' Bracket

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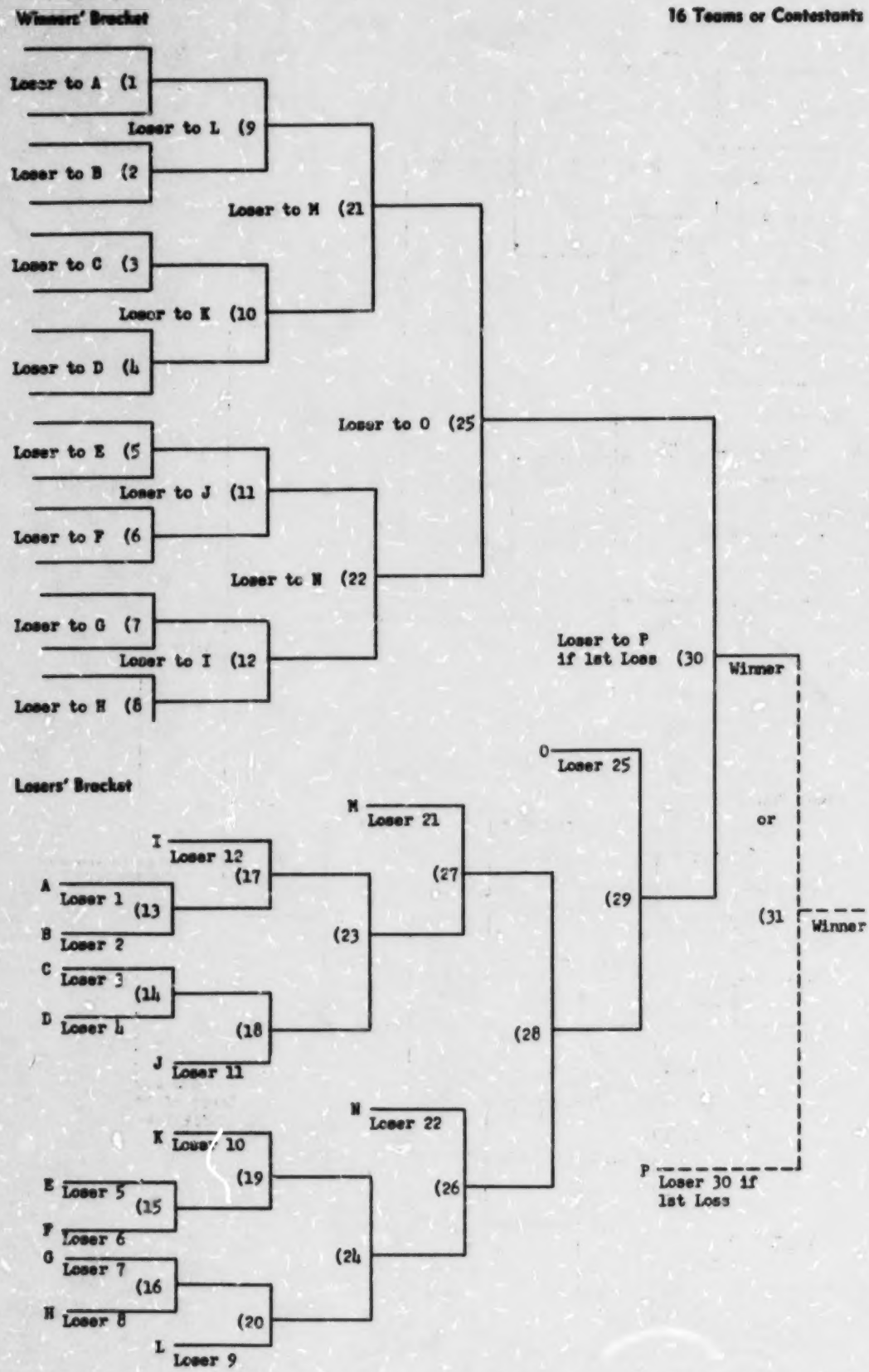

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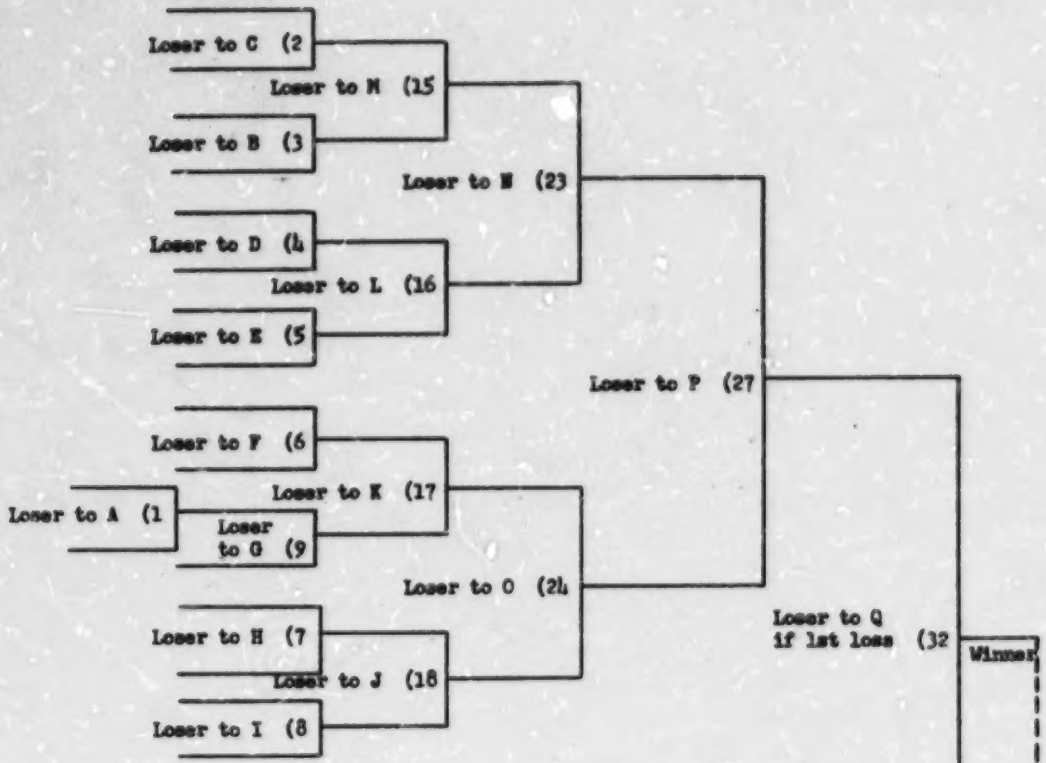
Winners' Bracket

17 Teams or Contestants



Losers' Bracket

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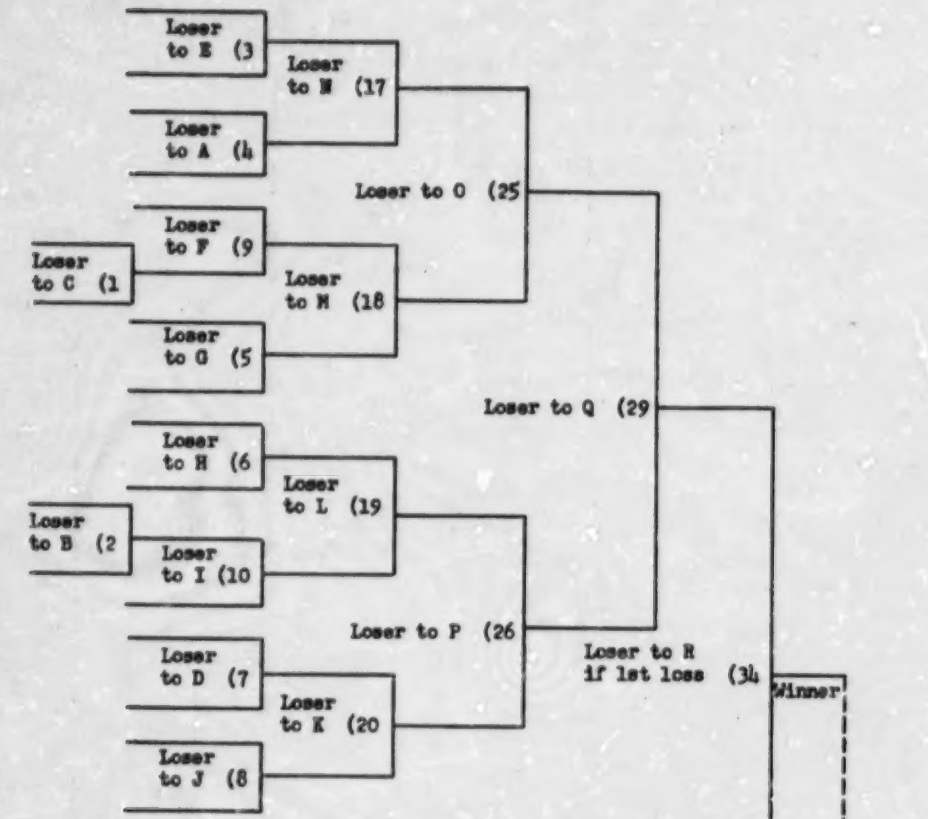
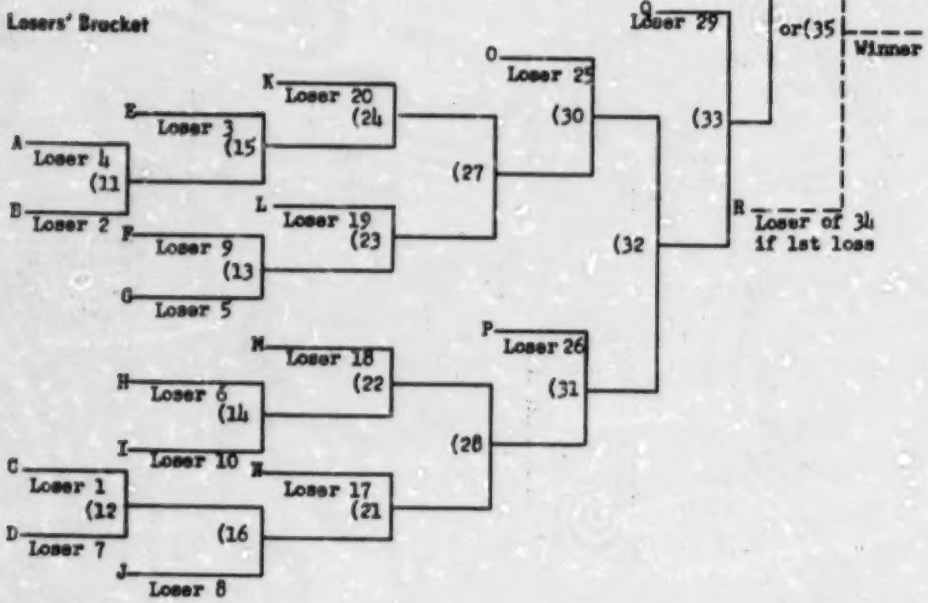
Winners' Bracket


Loser to E (3
Loser to M (17
Loser to A (4
Loser to O (25
Loser to F (9
Loser to C (1
Loser to M (18
Loser to G (5
Loser to Q (29
Loser to H (6
Loser to L (19
Loser to B (2
Loser to I (10
Loser to P (26
Loser to D (7
Loser to K (20
Loser to R if 1st loss (34
Loser to J (8
Winner

Losers' Bracket



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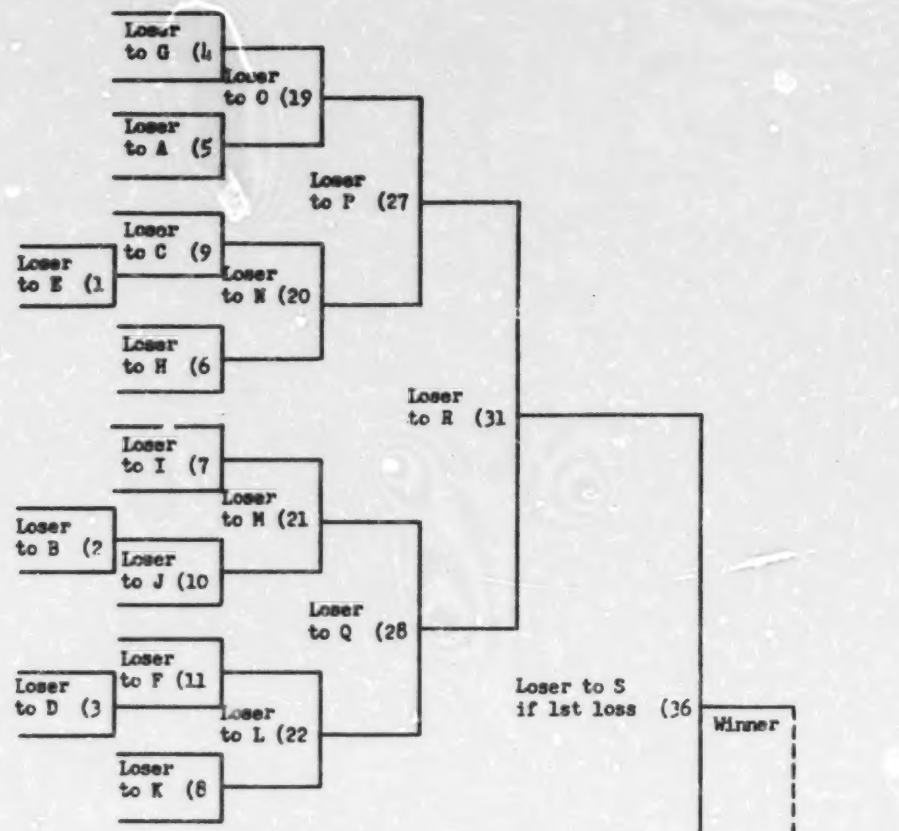
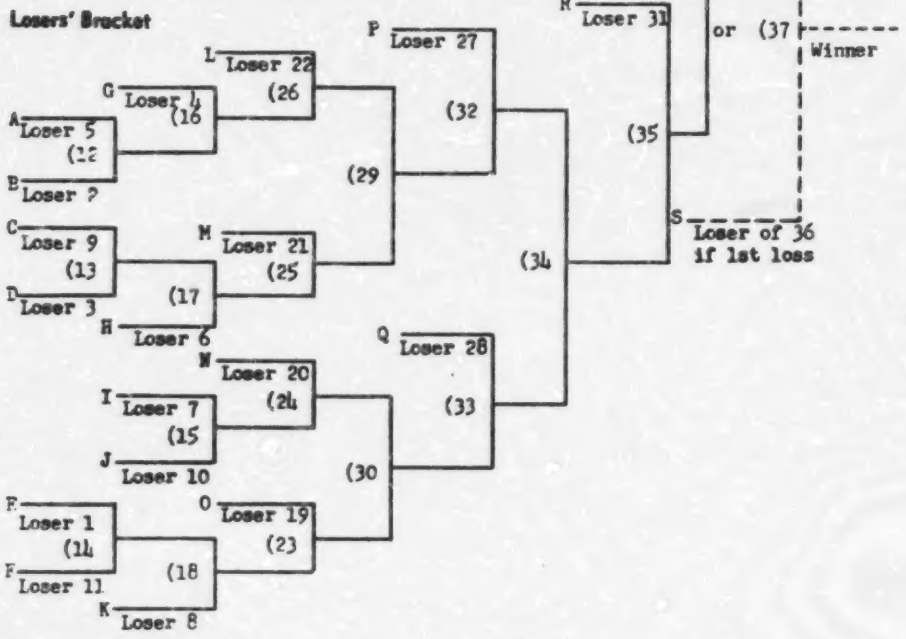
Winners' Bracket


Loser to G (4
Loser to O (19
Loser to A (5
Loser to P (27
Loser to C (9
Loser to E (1
Loser to N (20
Loser to H (6
Loser to R (31
Loser to I (7
Loser to M (21
Loser to B (2
Loser to J (10
Loser to Q (28
Loser to F (11
Loser to D (3
Loser to L (22
Loser to K (8
Loser to S if 1st loss (36
Winner

Losers' Bracket



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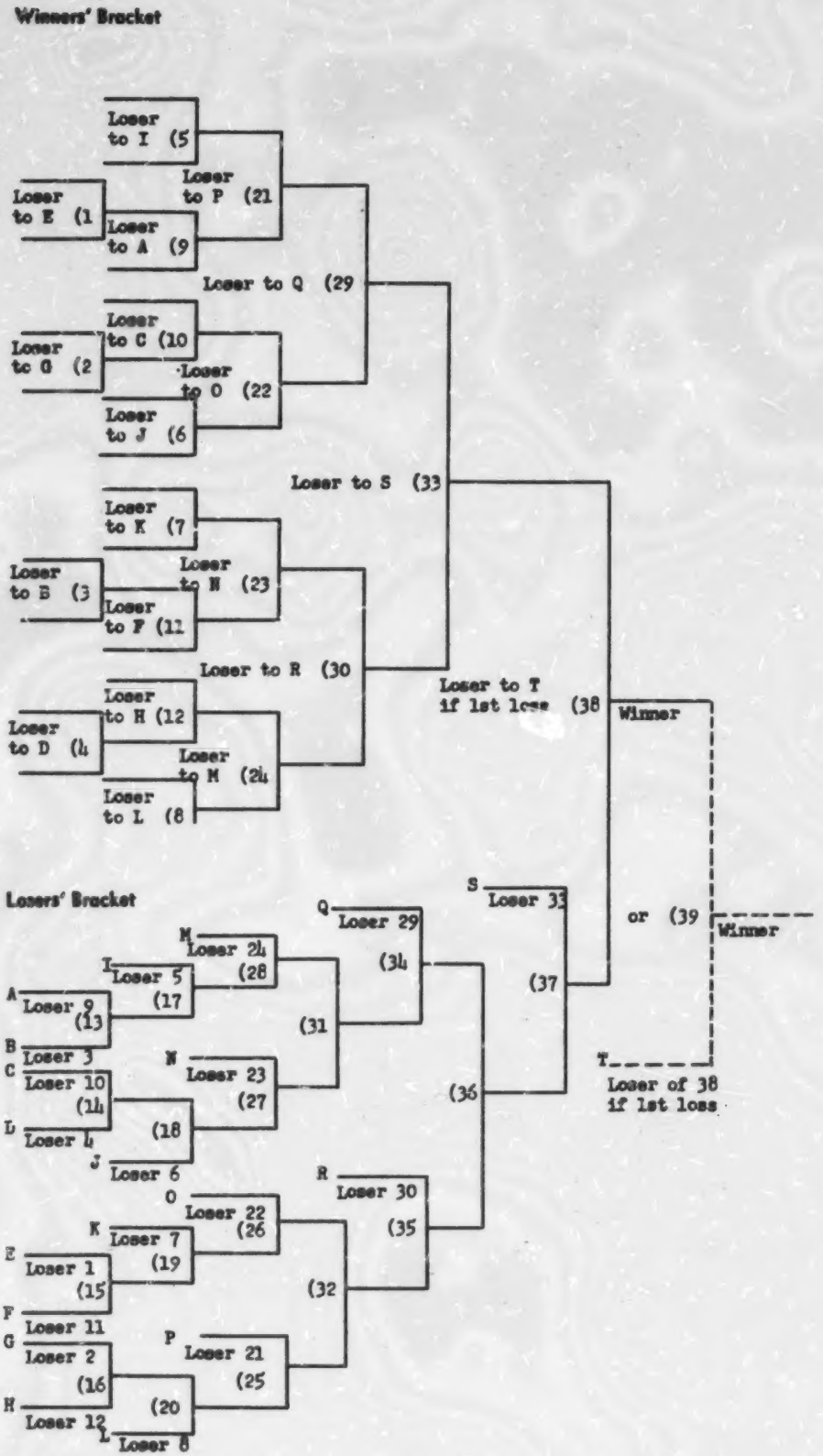

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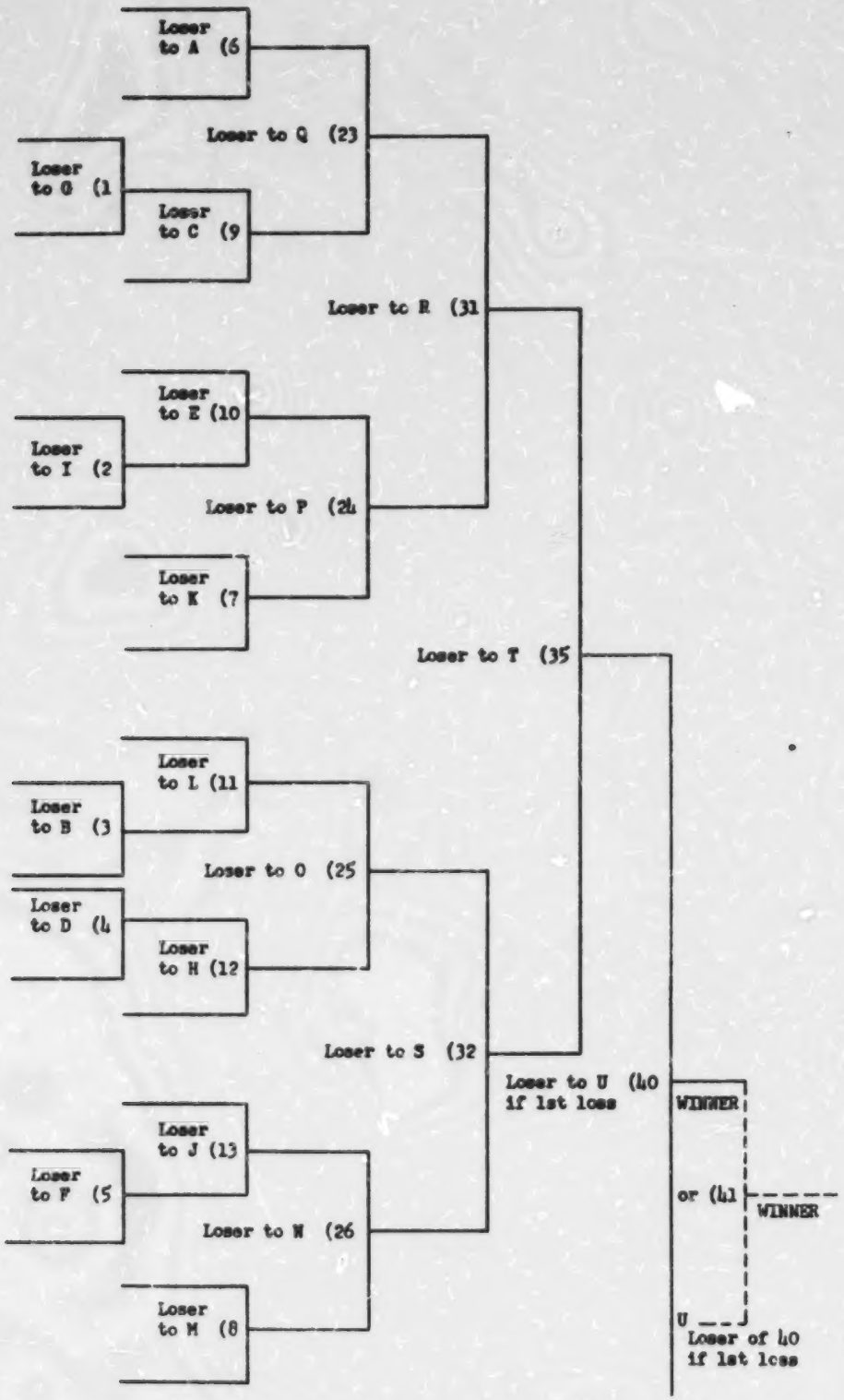
21 Teams or Contestants
Winners' Bracket



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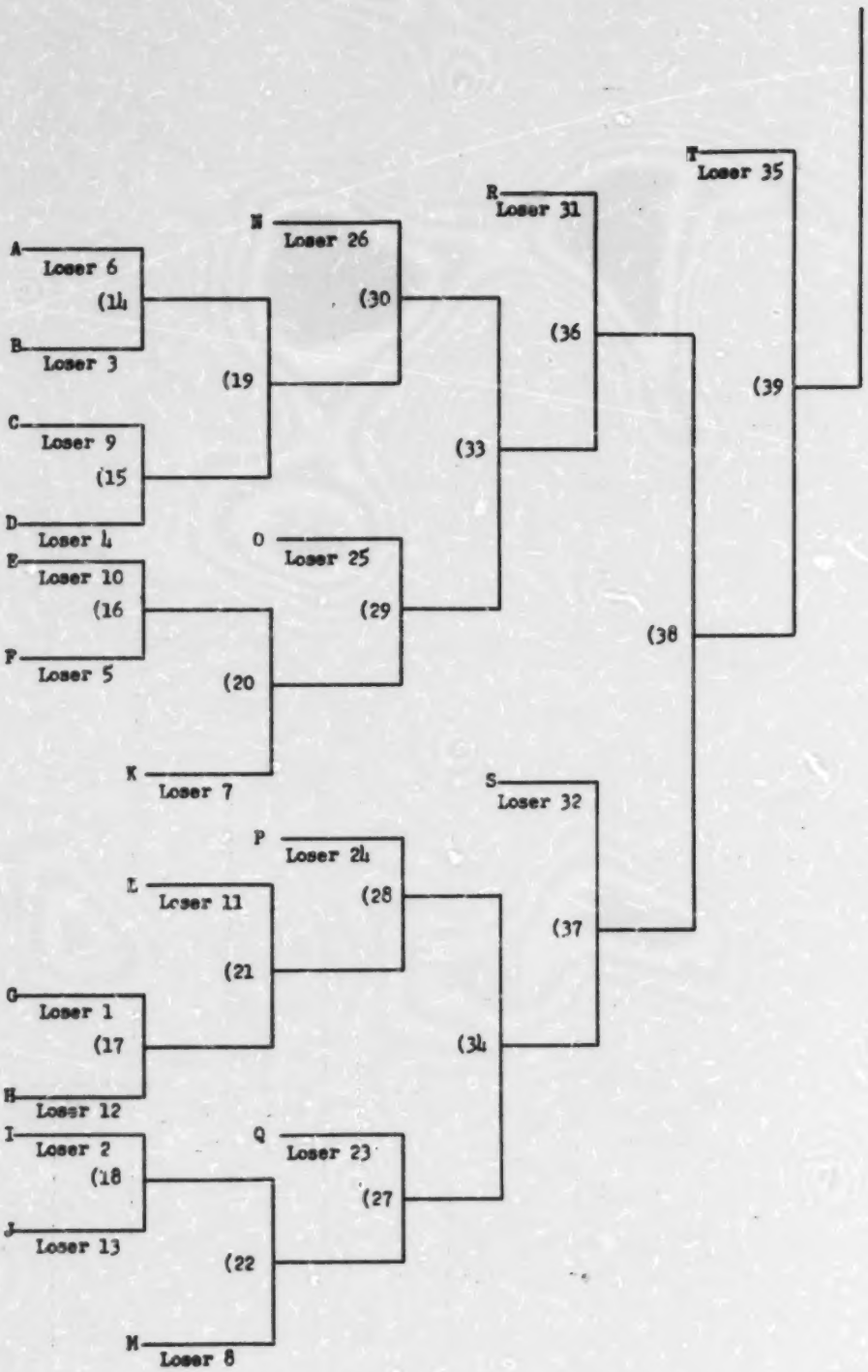
21 Teams or Contestants

Losers' Bracket



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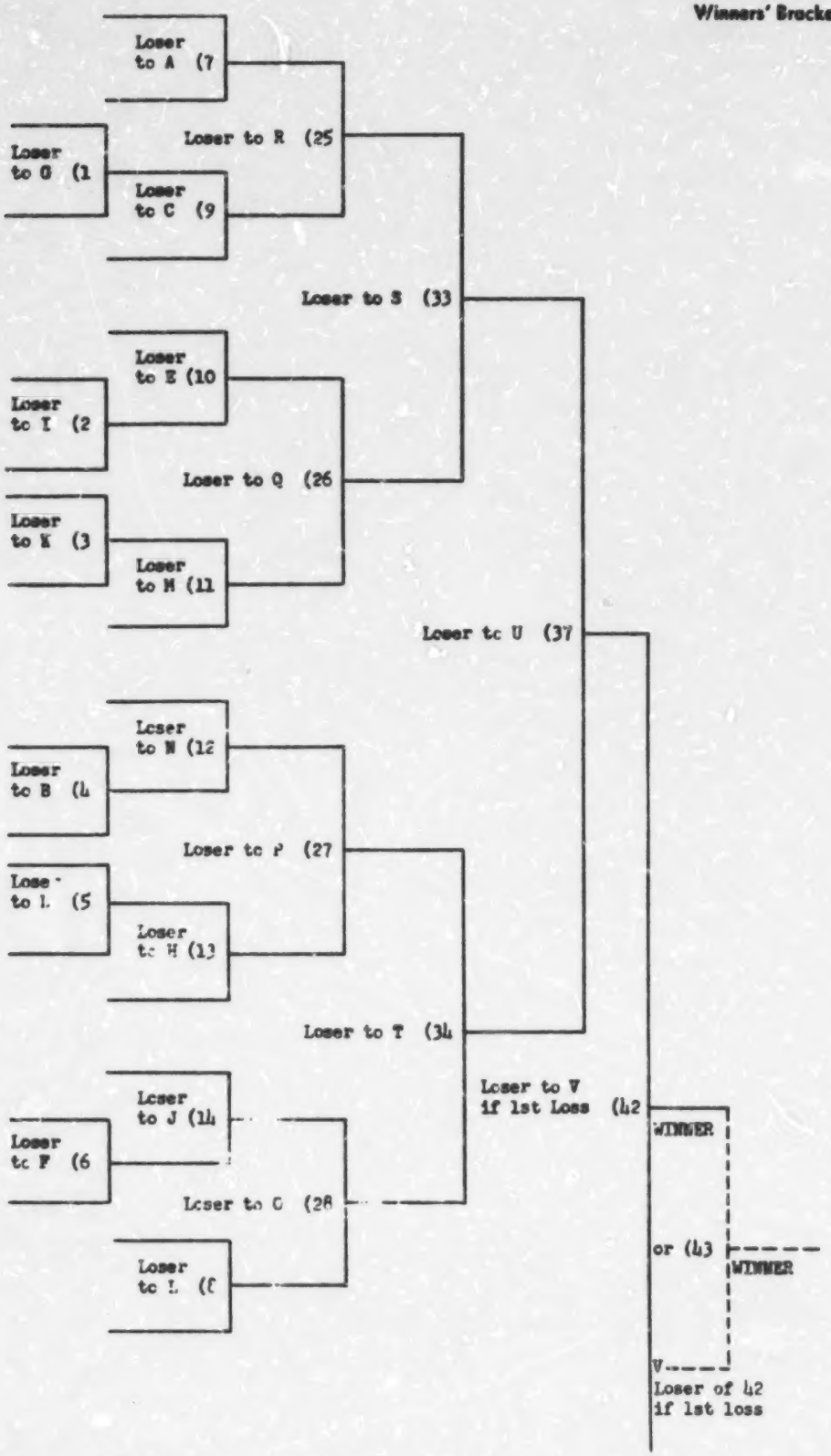
22 Teams or Contestants
Winners' Bracket



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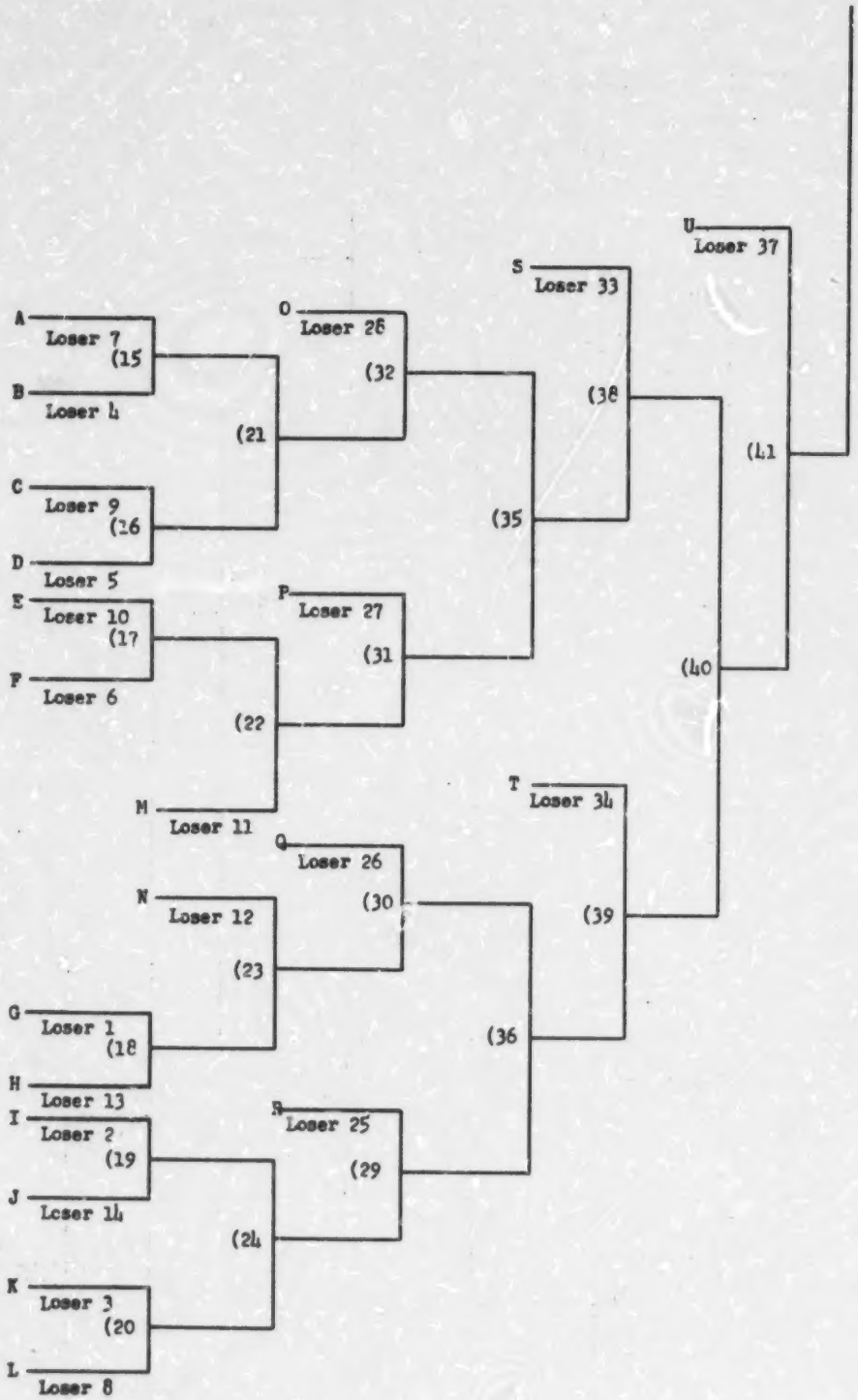
22 Teams or Contestants
Losers' Bracket



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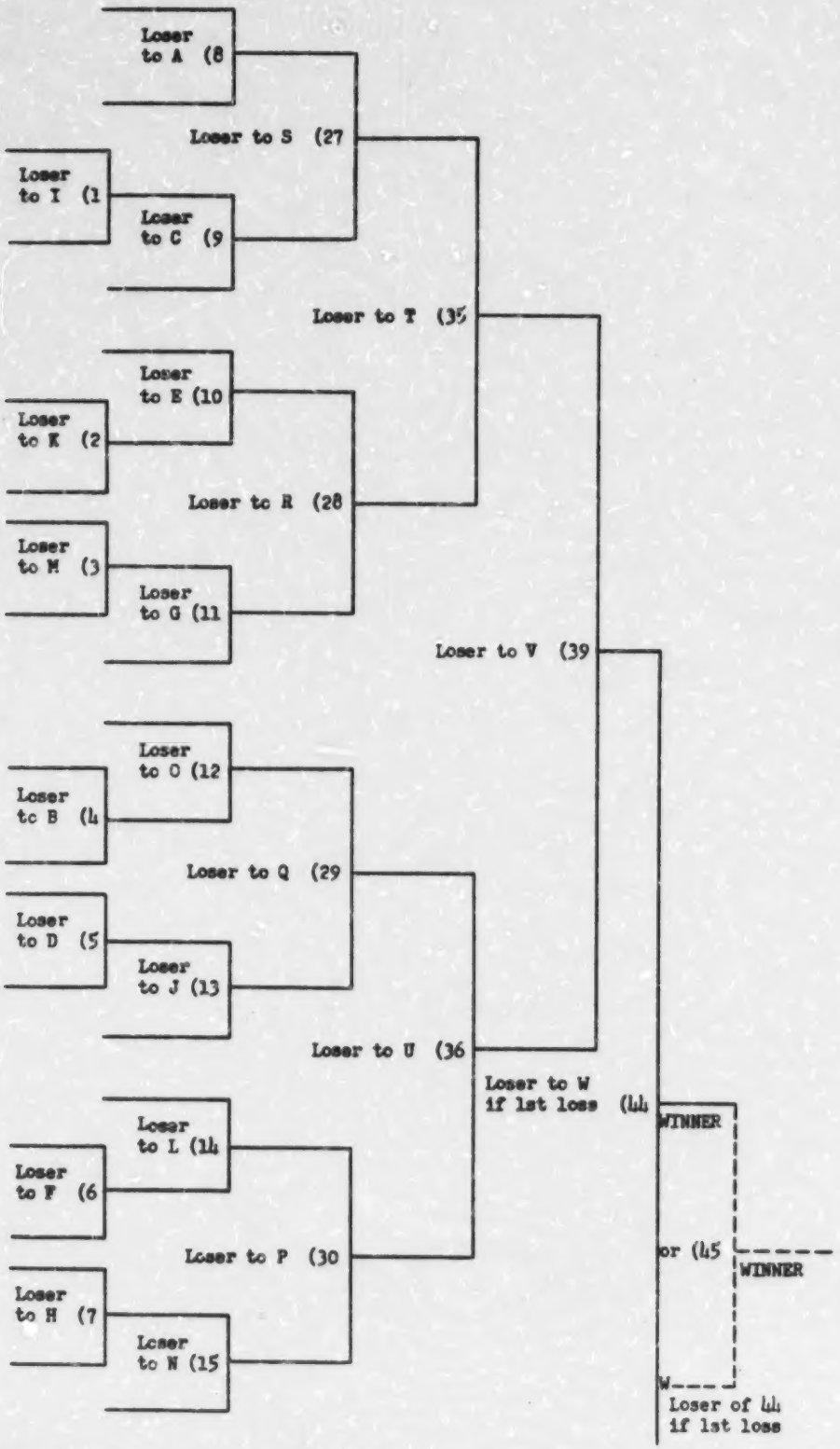
23 Teams or Contestants
Winners' Bracket



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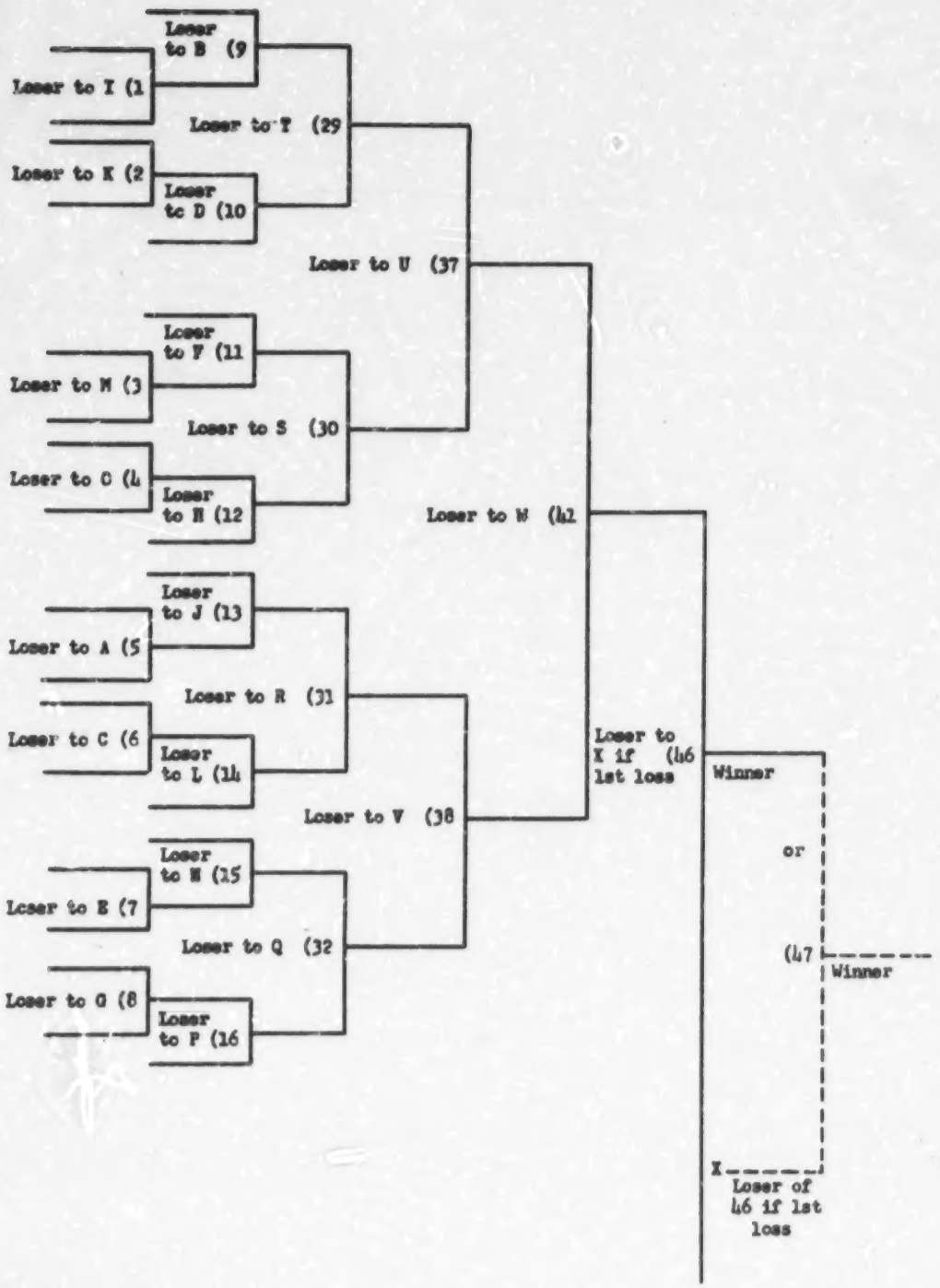
24 Teams or Contestants
Winners' Bracket



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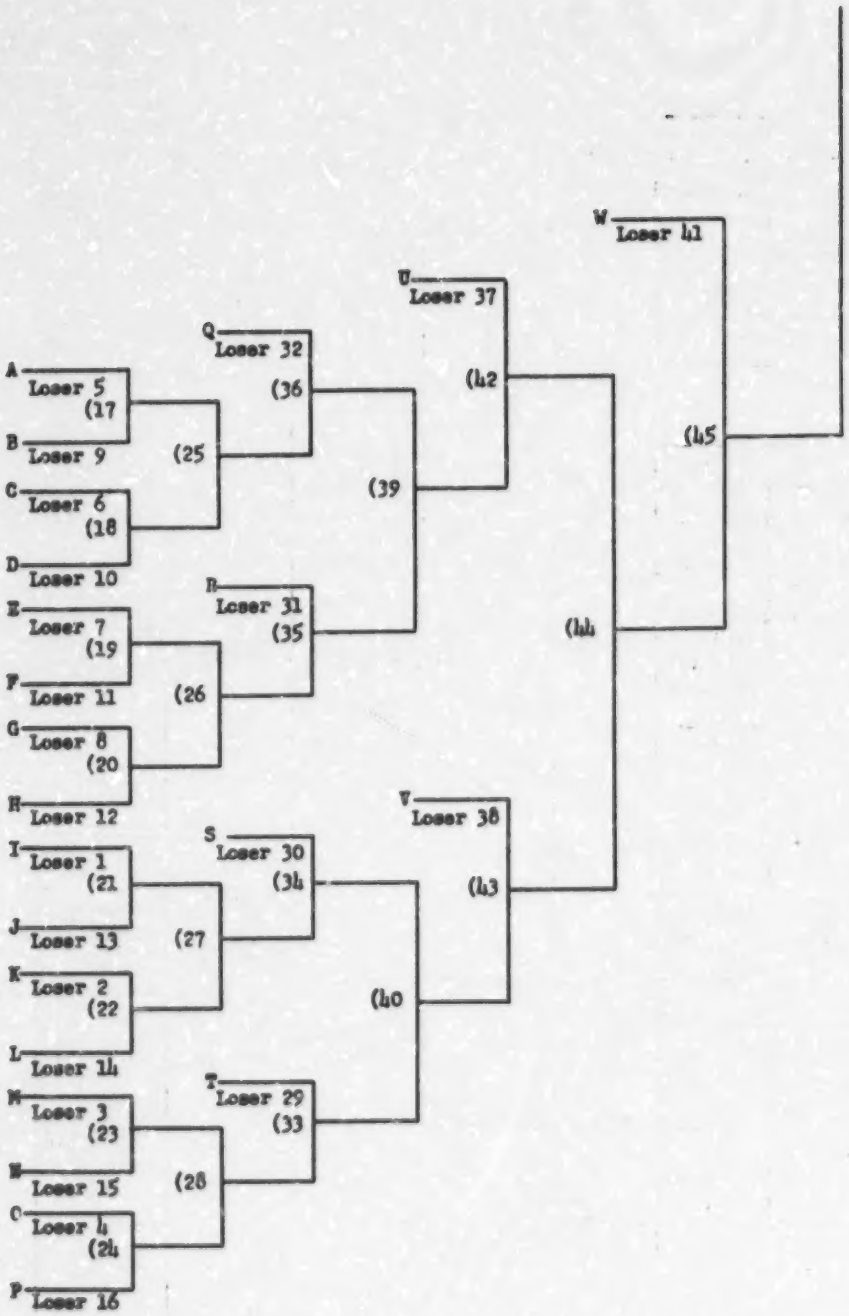
24 Teams or Contestants
Losers' Bracket



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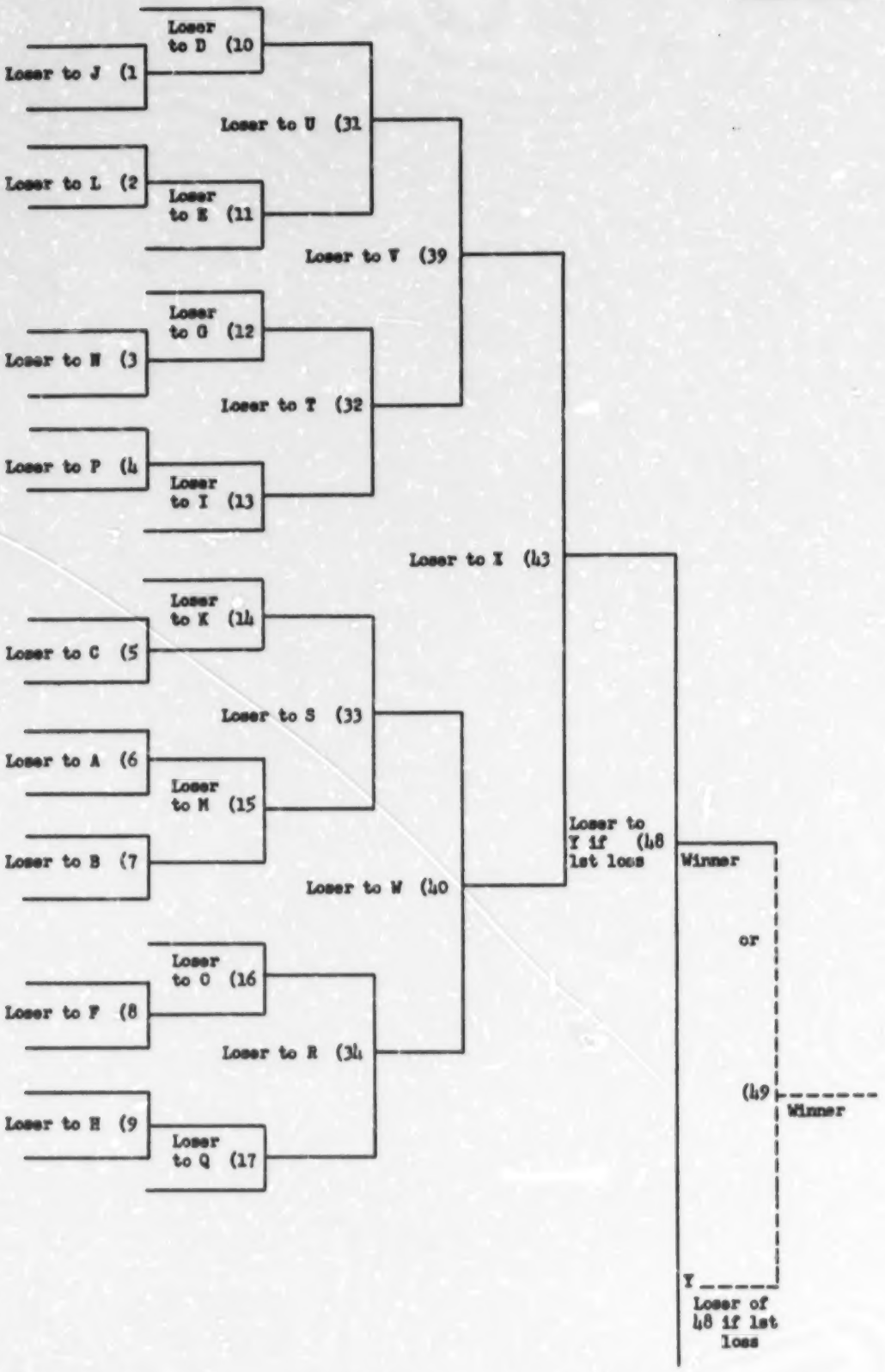
25 Teams or Contestants
Winners' Bracket



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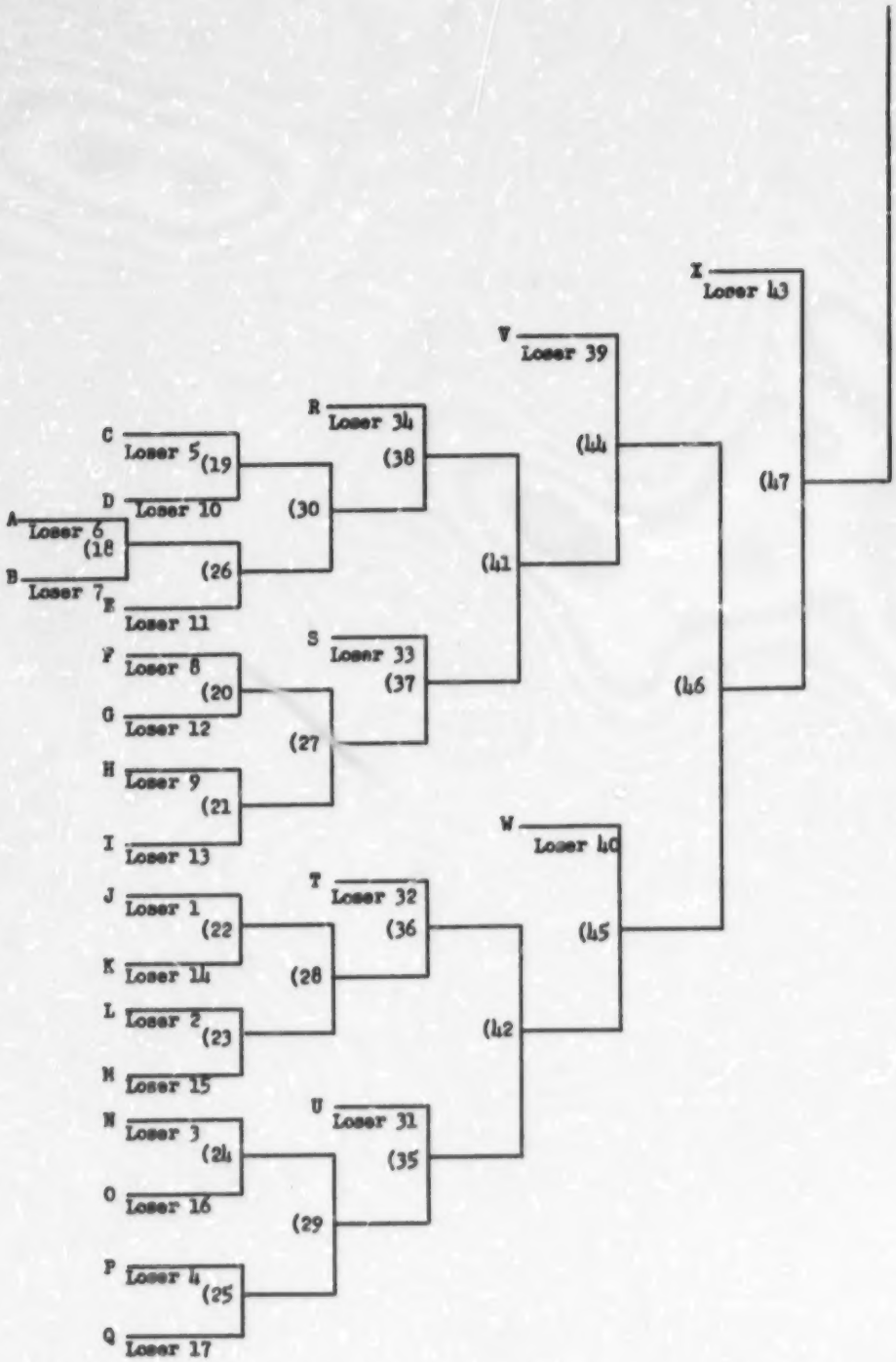
25 Teams or Contestants
Losers' Bracket



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26 Teams or Contestants
Winners' Bracket

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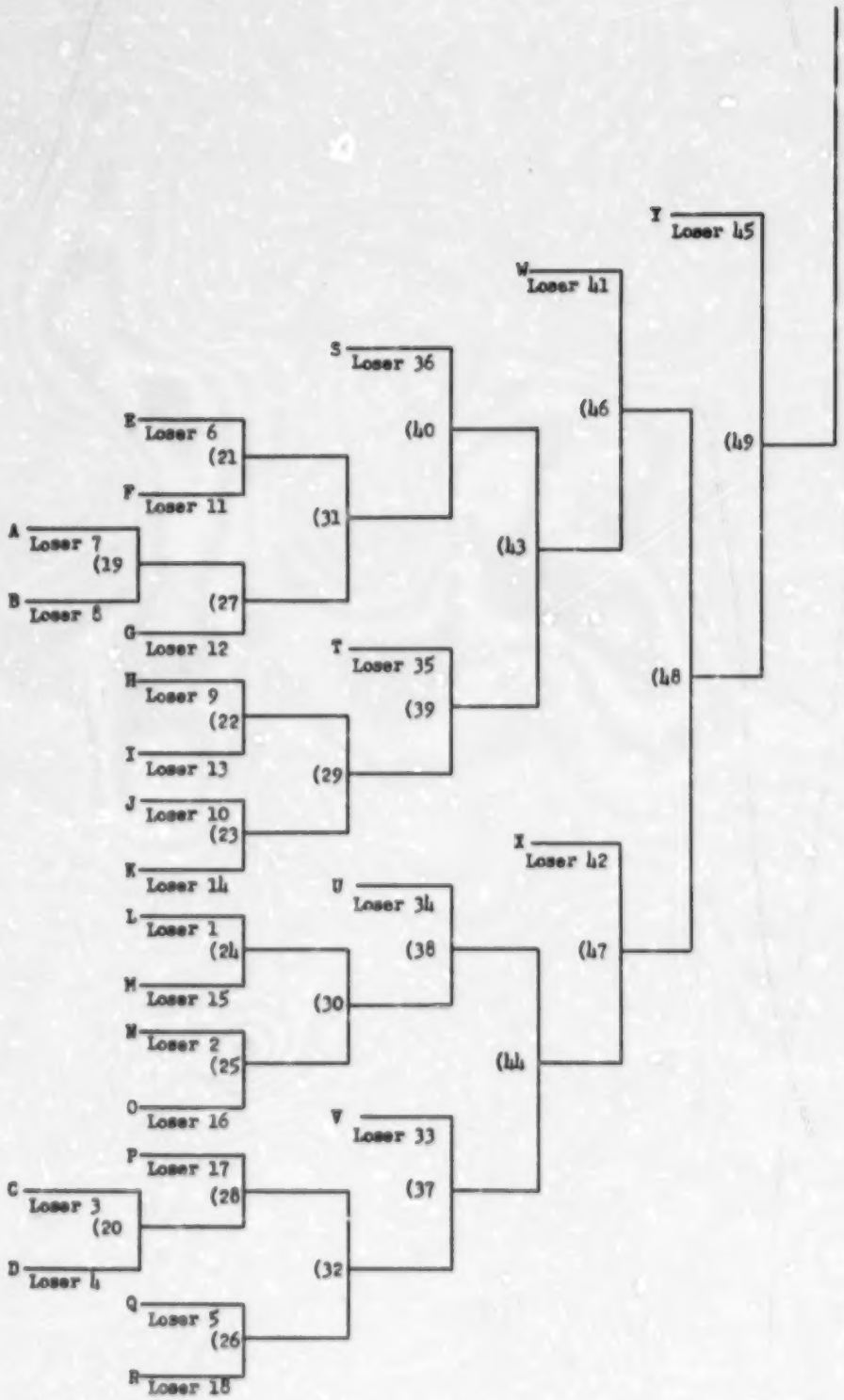
26 Teams or Contestants
Losers' Bracket



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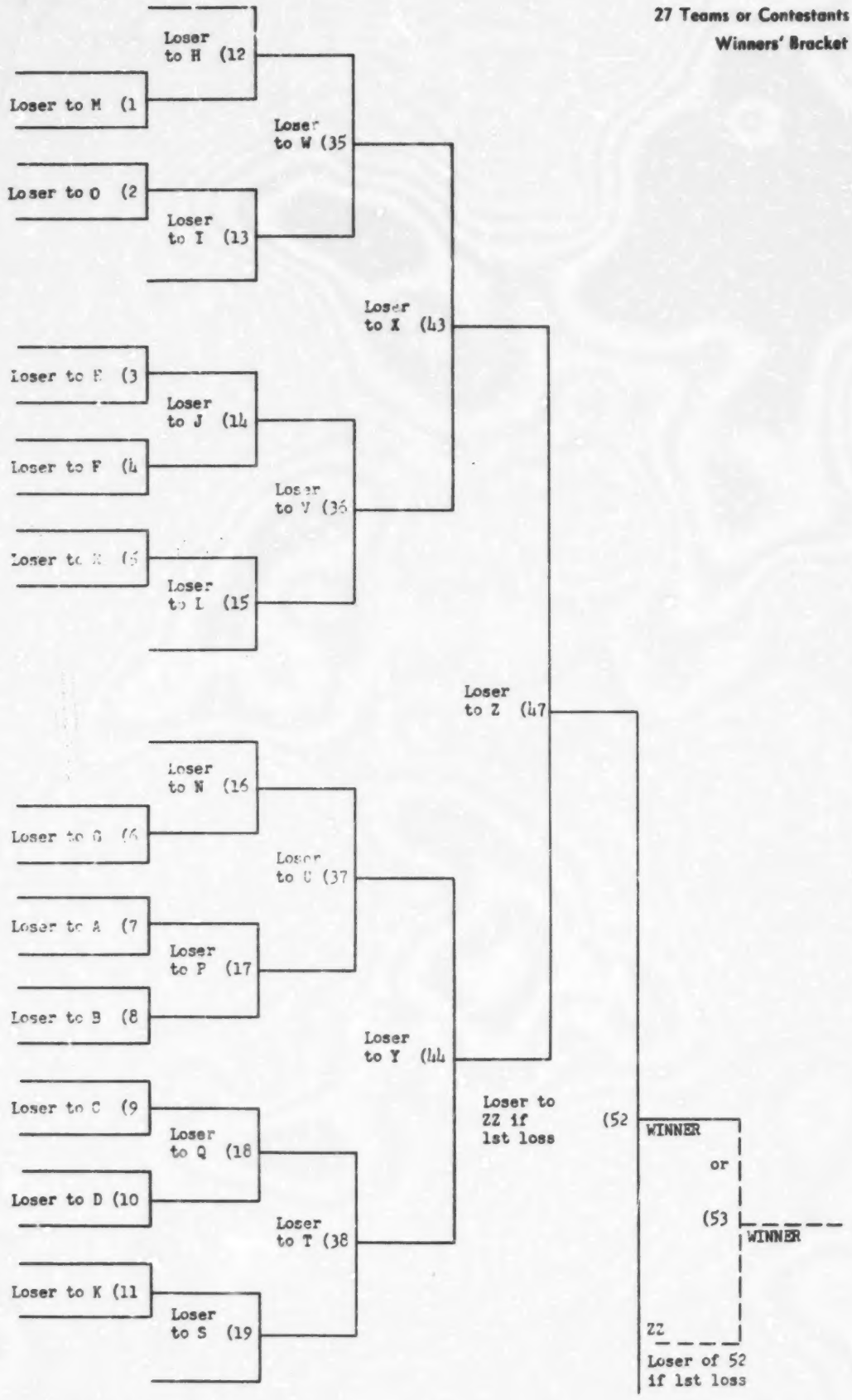

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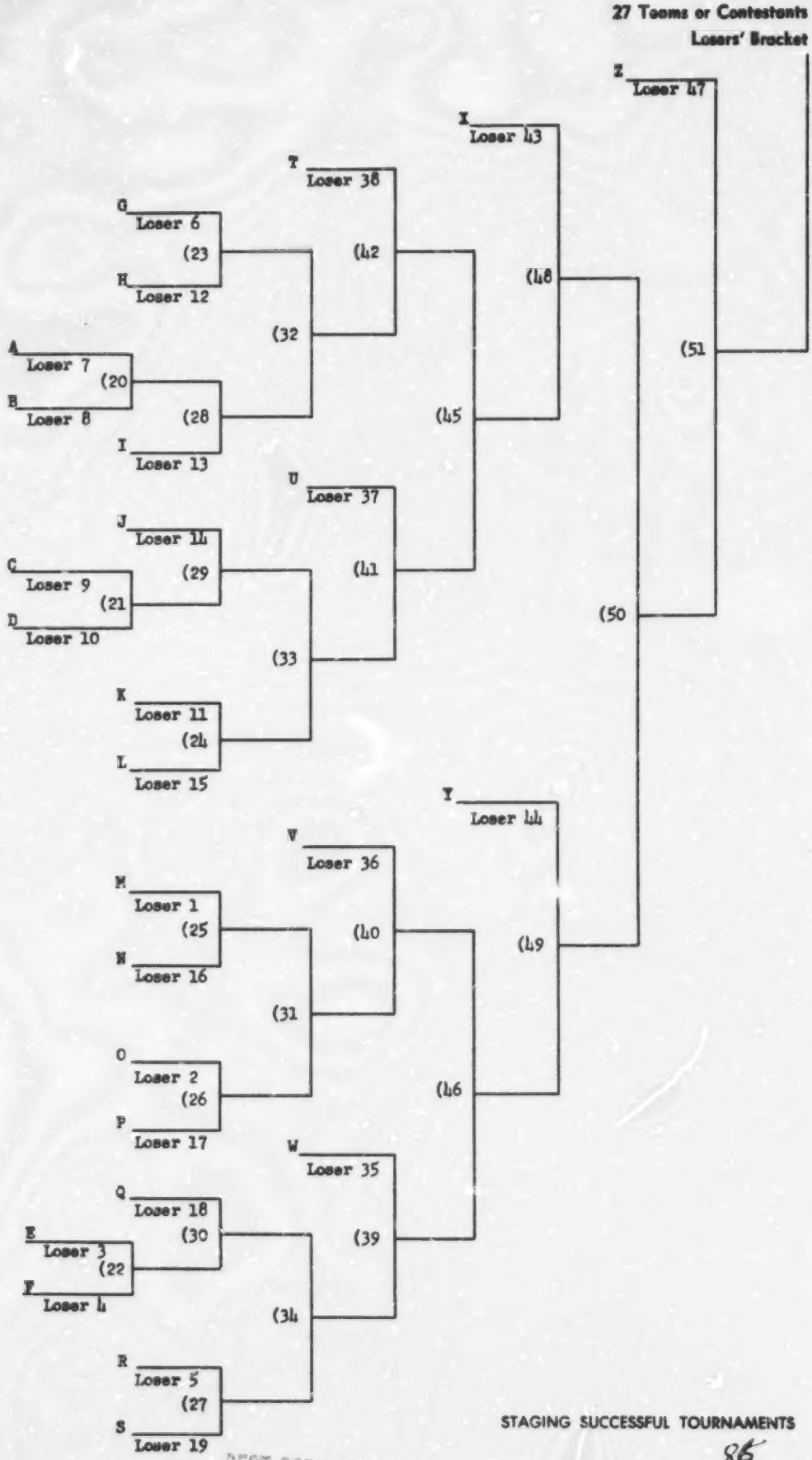

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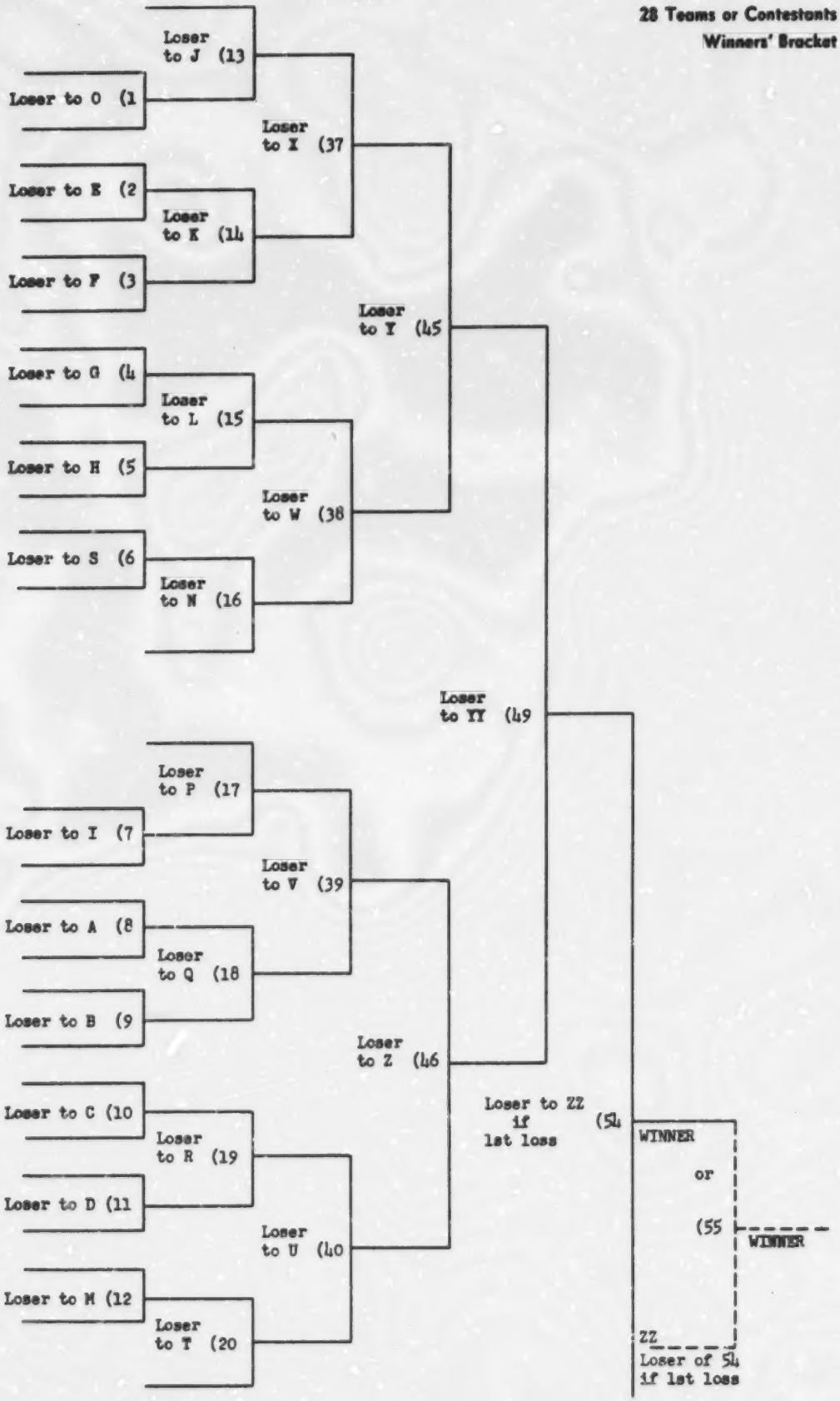
28 Teams or Contestants
Winners' Bracket



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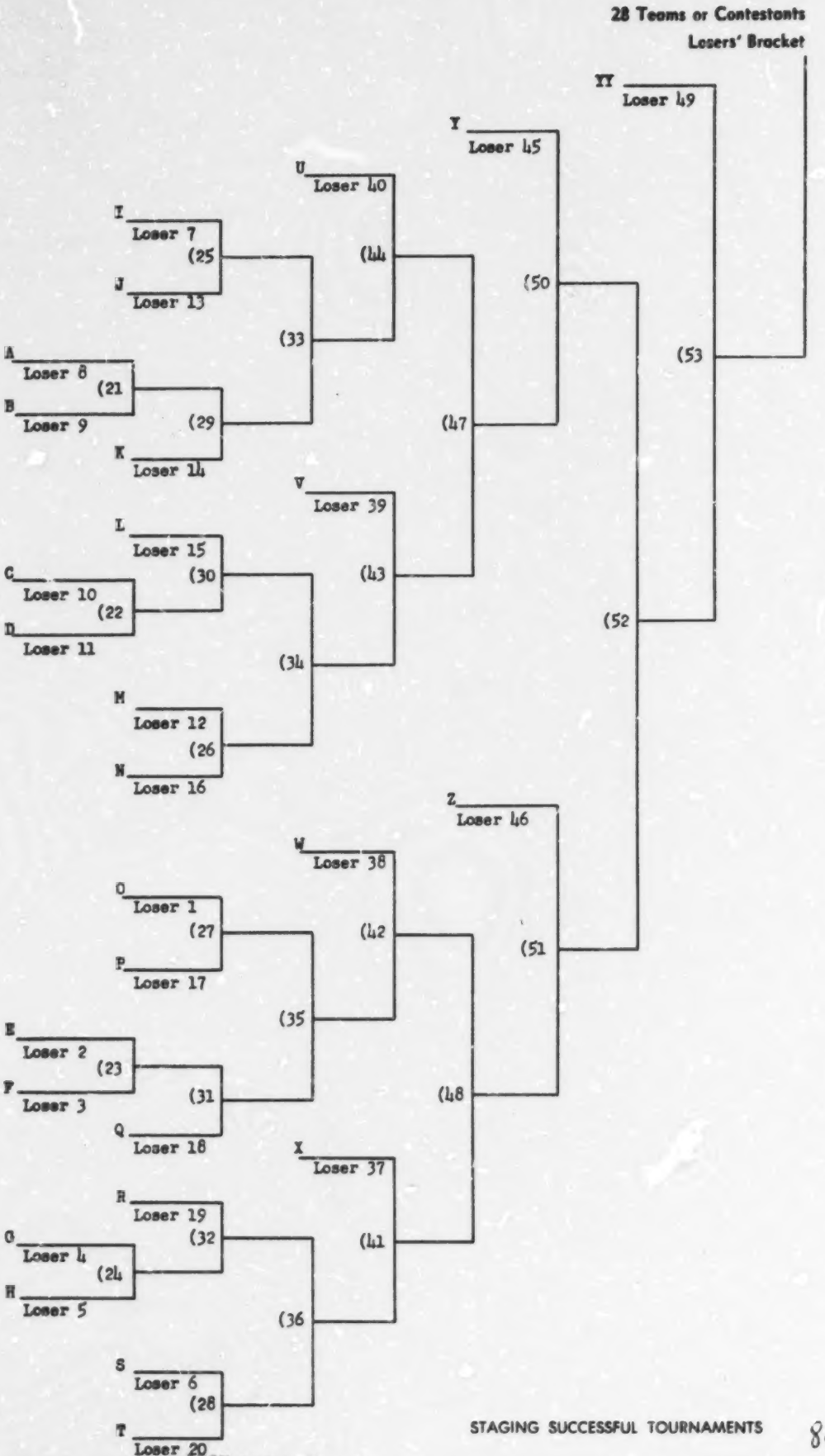

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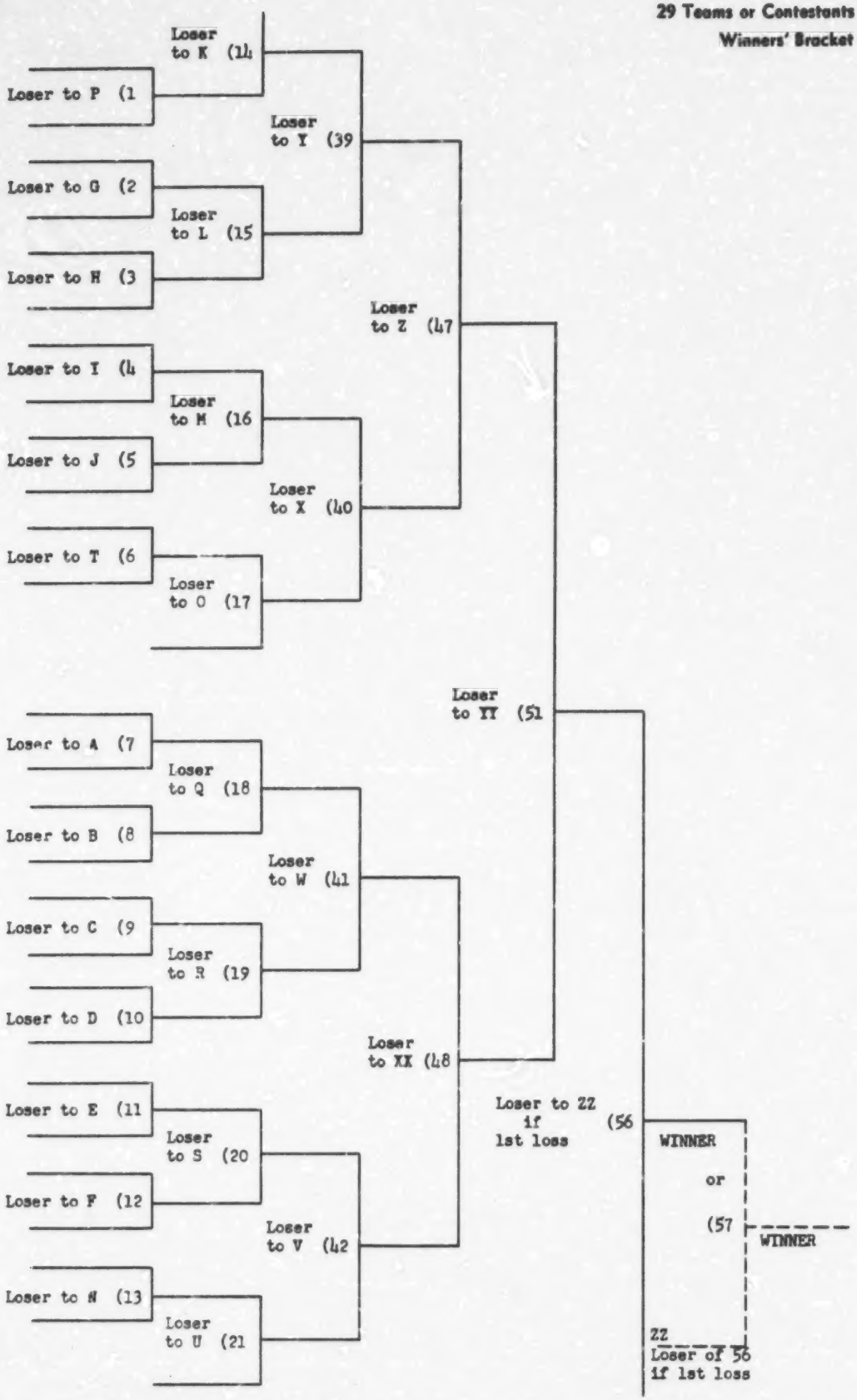

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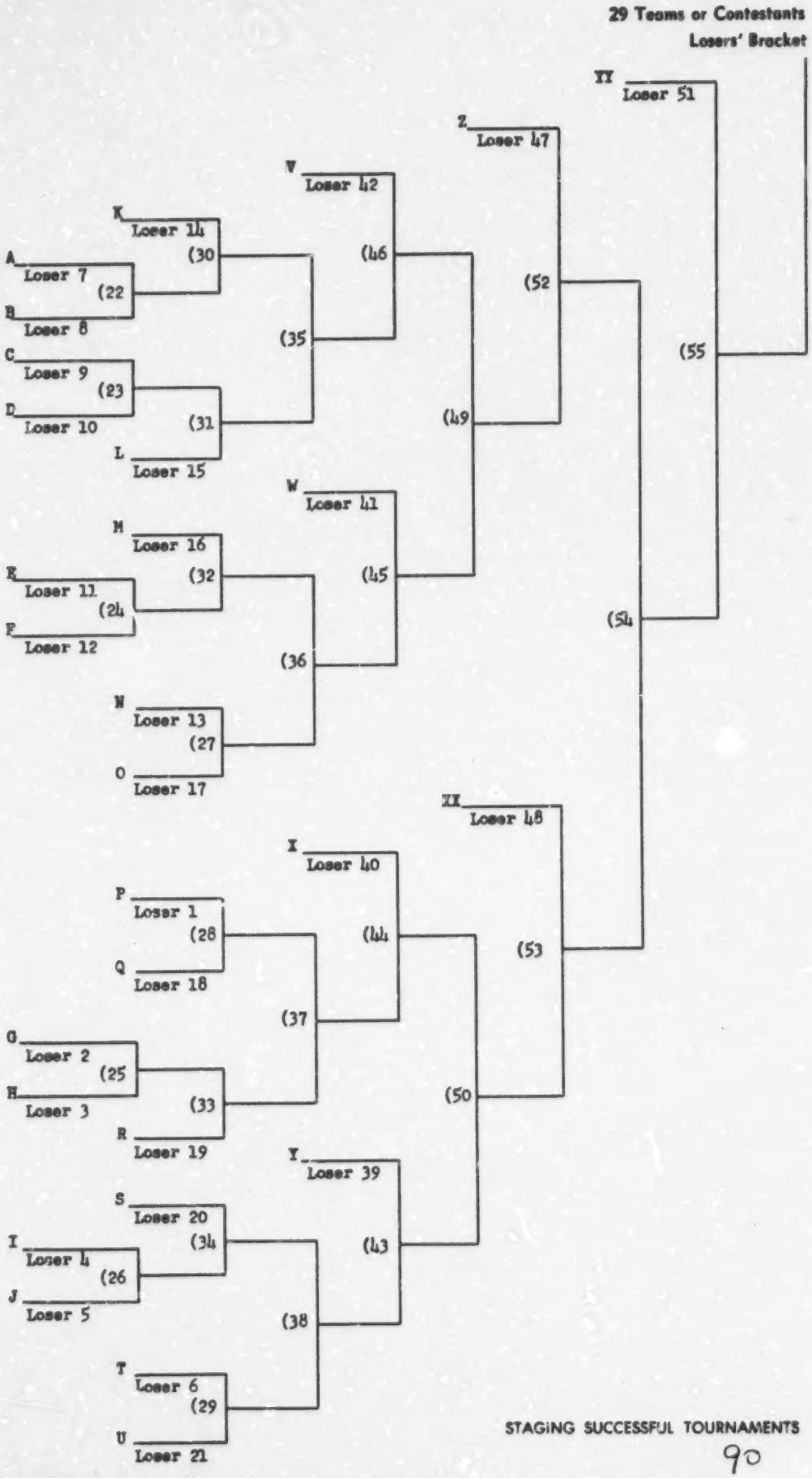

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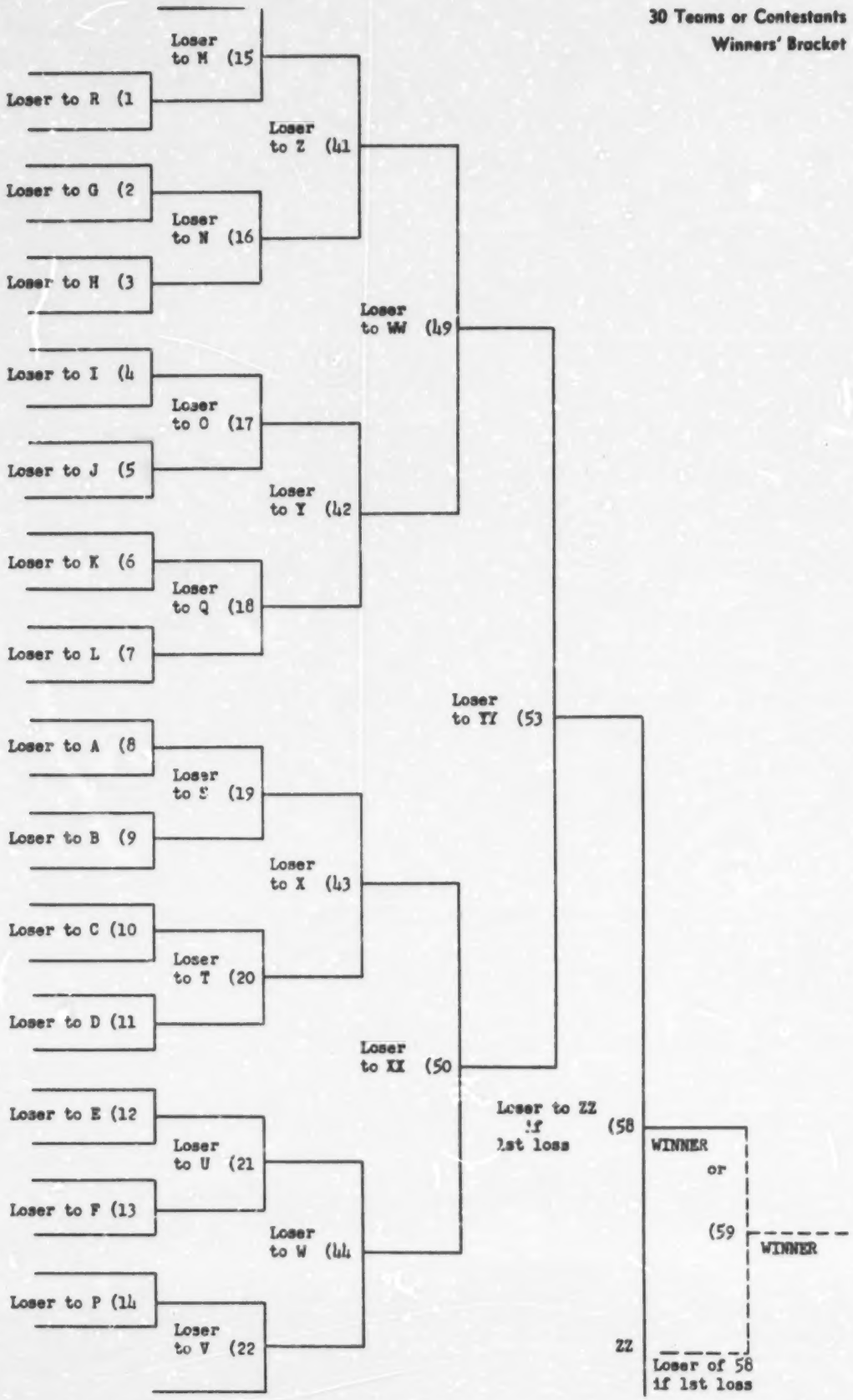
30 Teams or Contestants
Winners' Bracket



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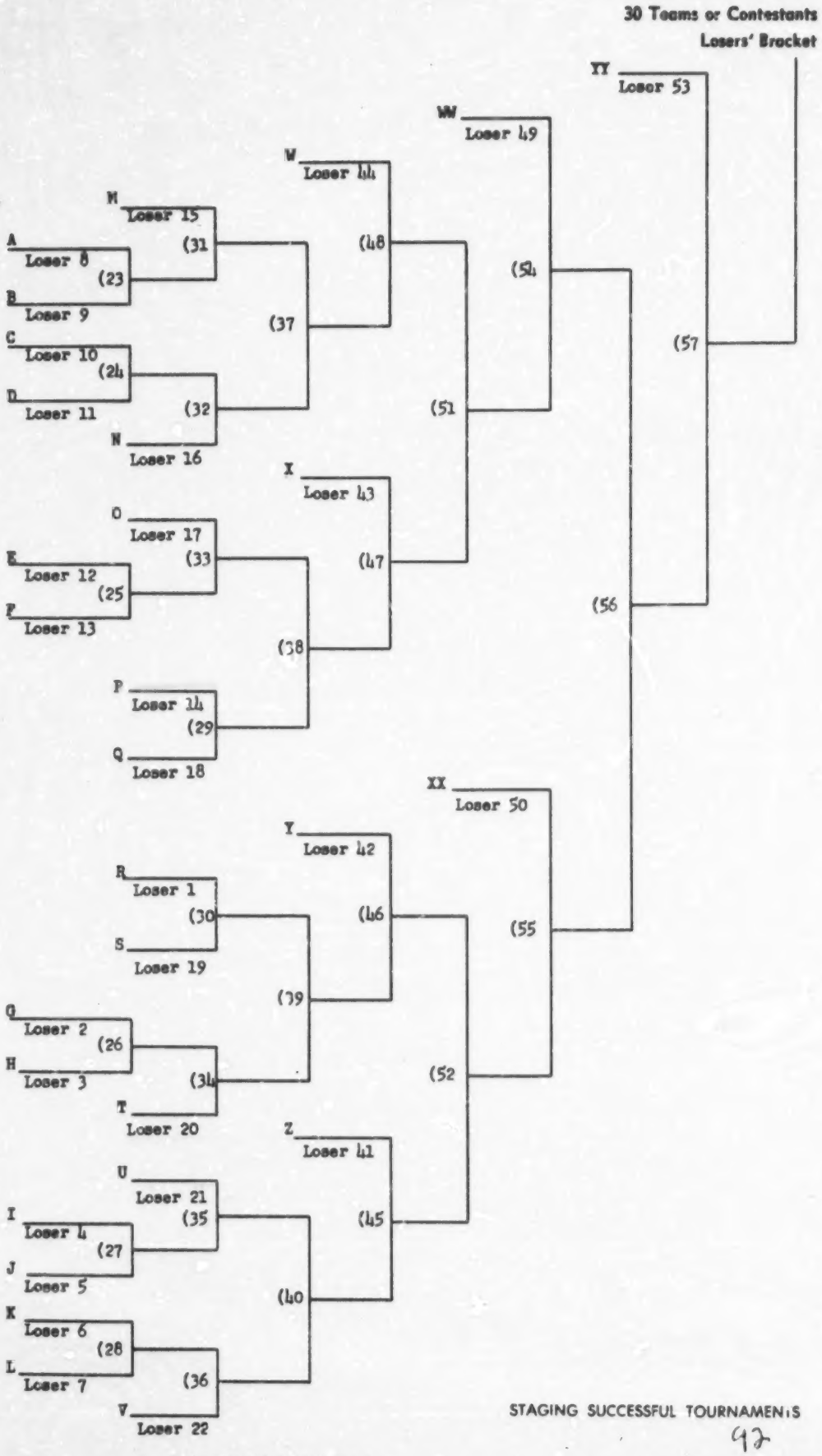

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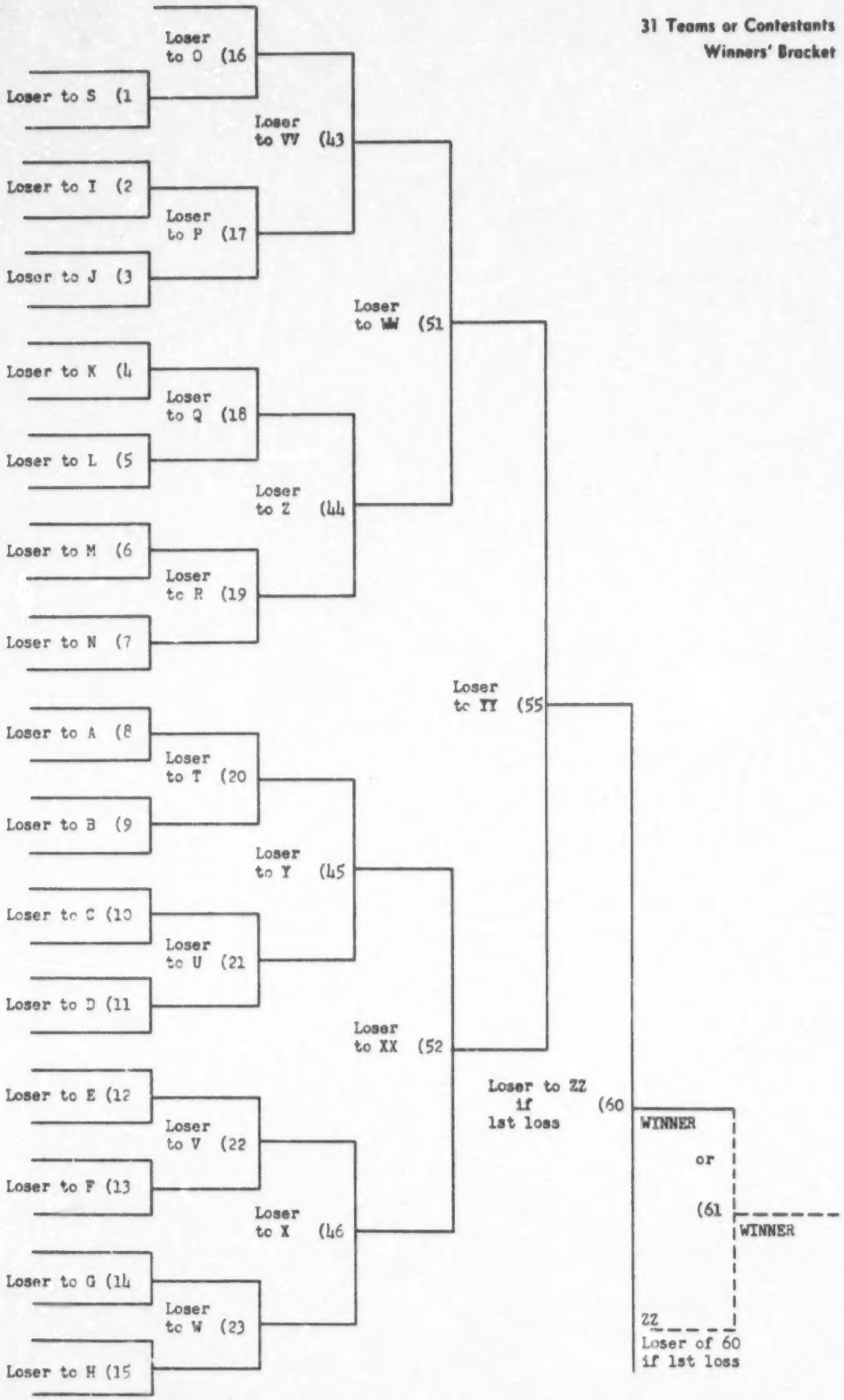

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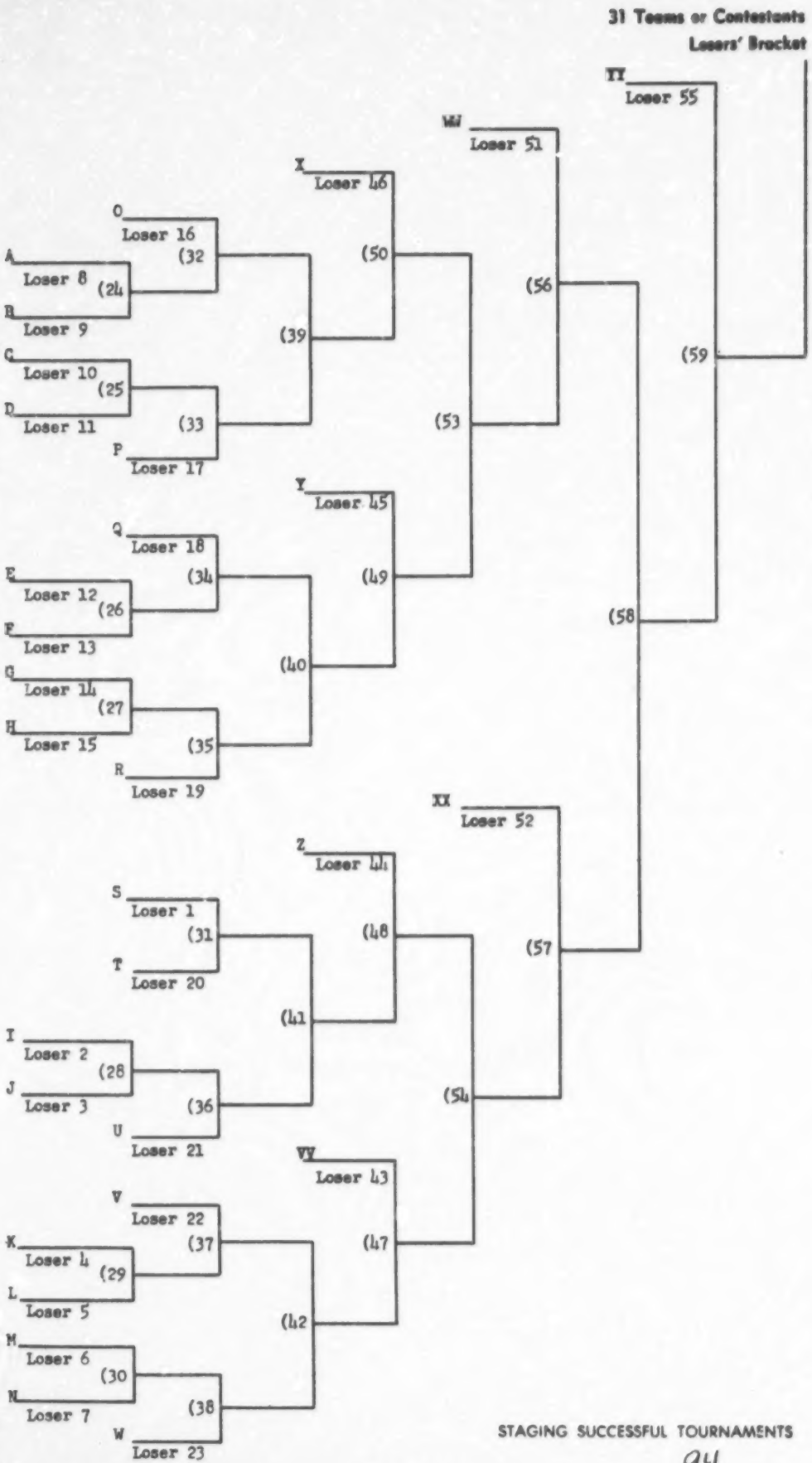

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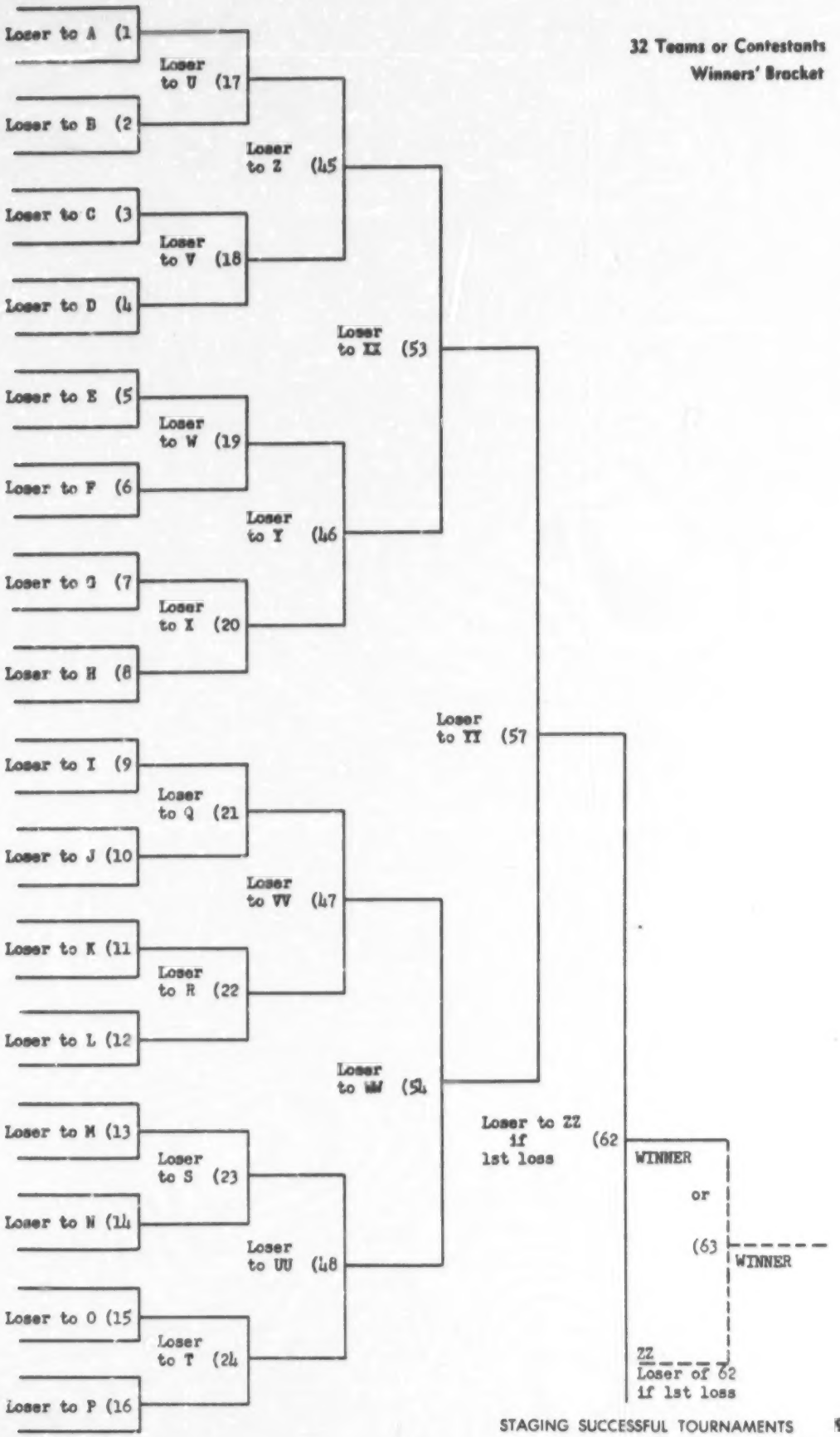

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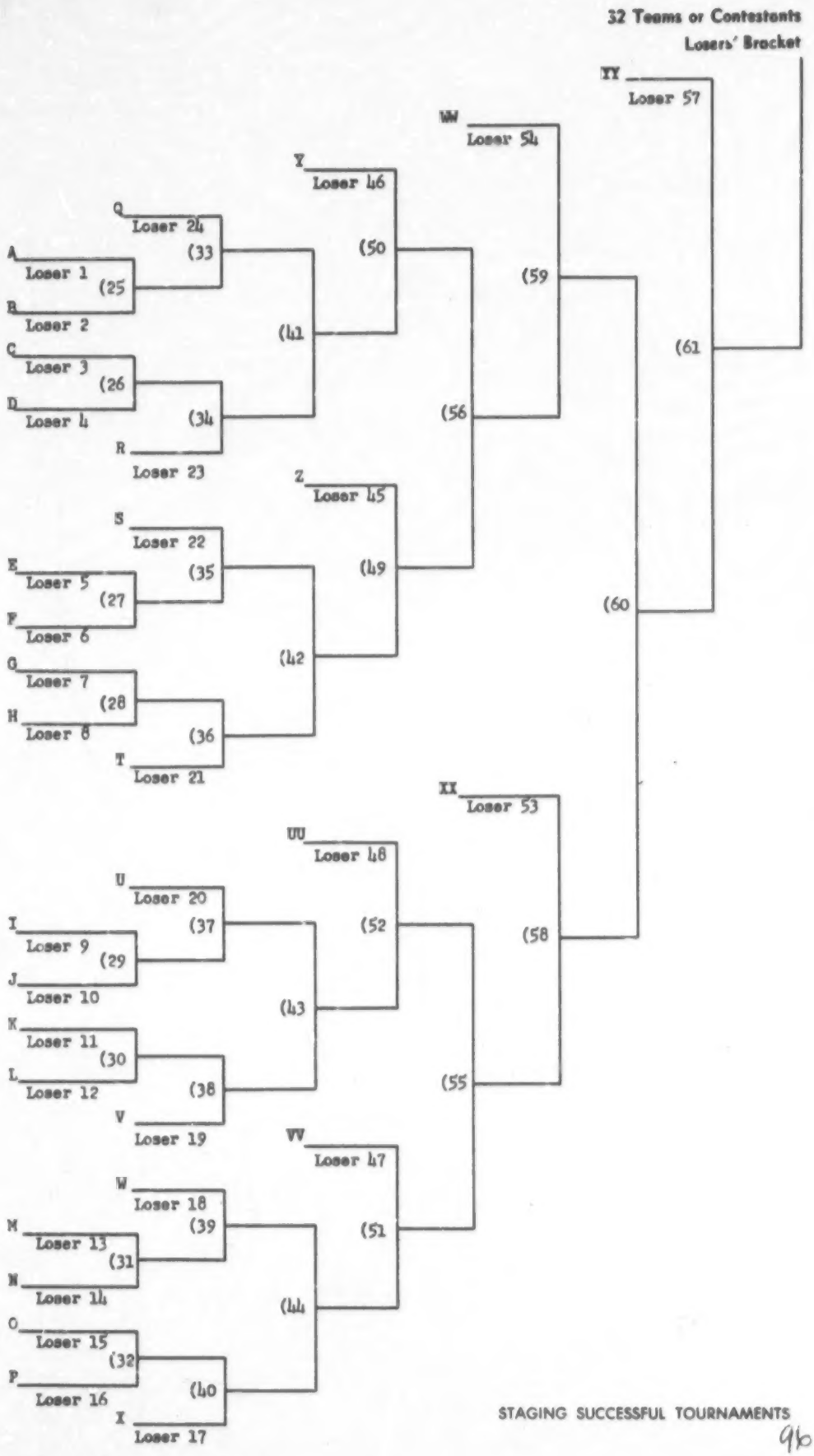

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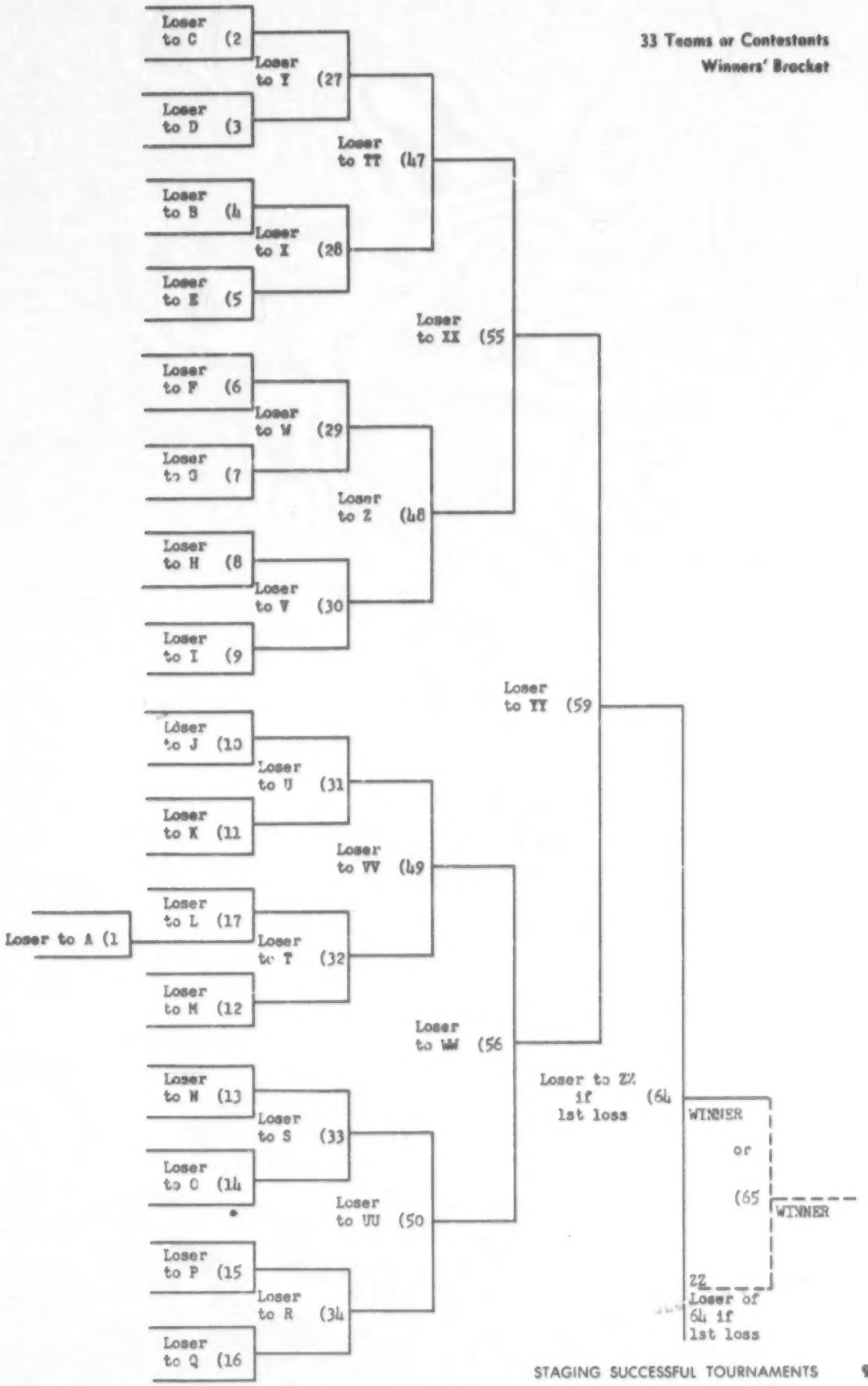

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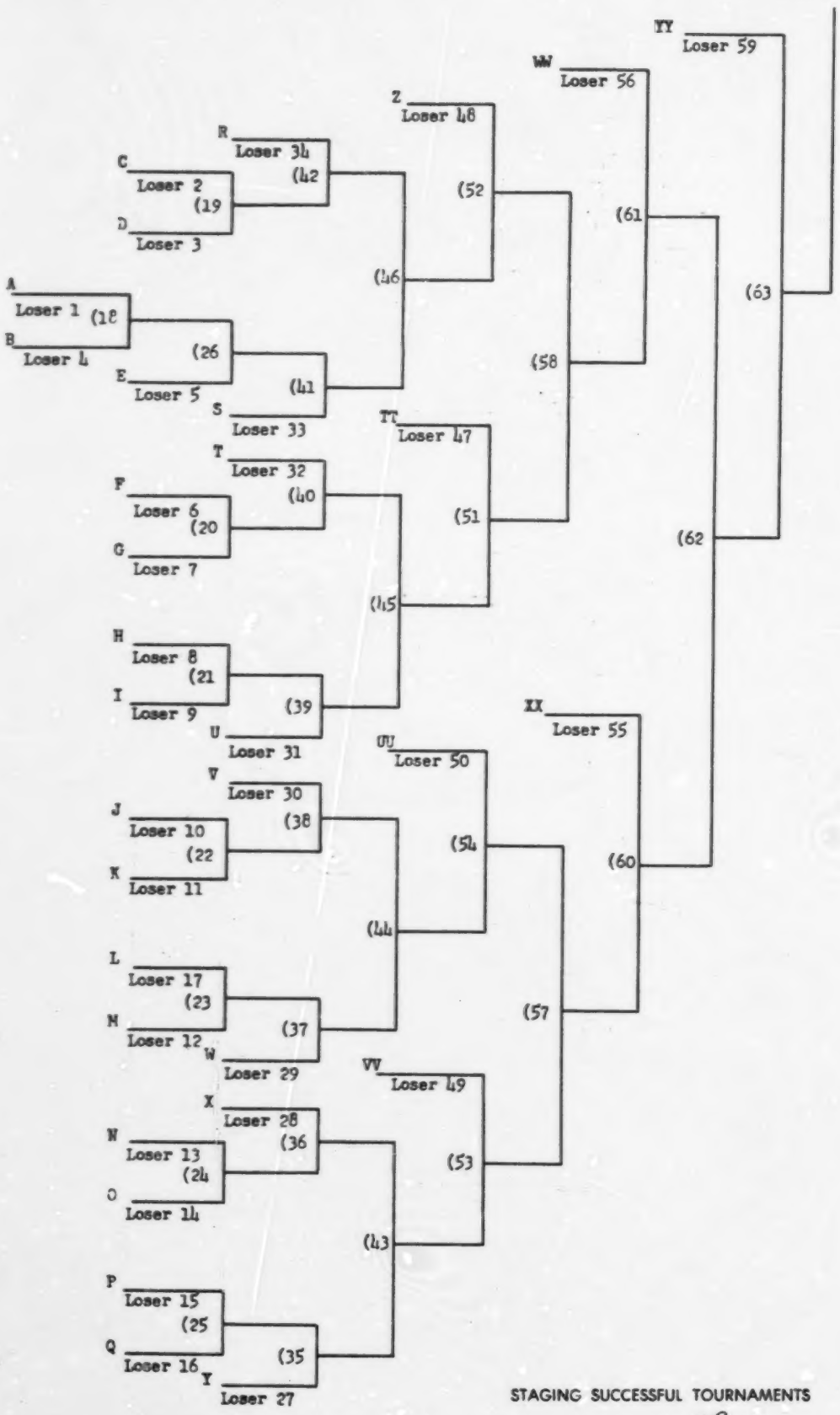
33 Teams or Contestants

Losers' Bracket



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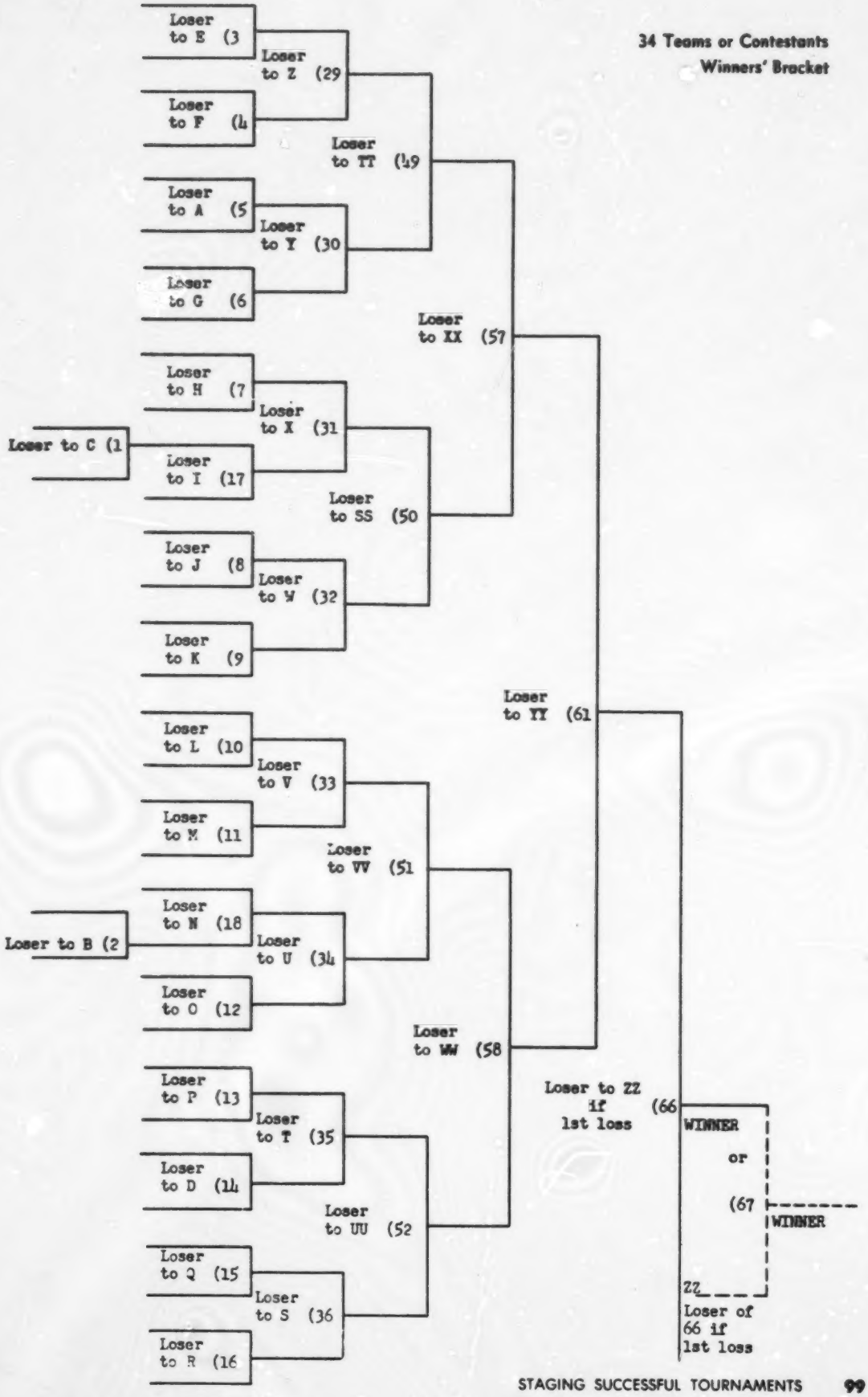
34 Teams or Contestants
Winners' Bracket



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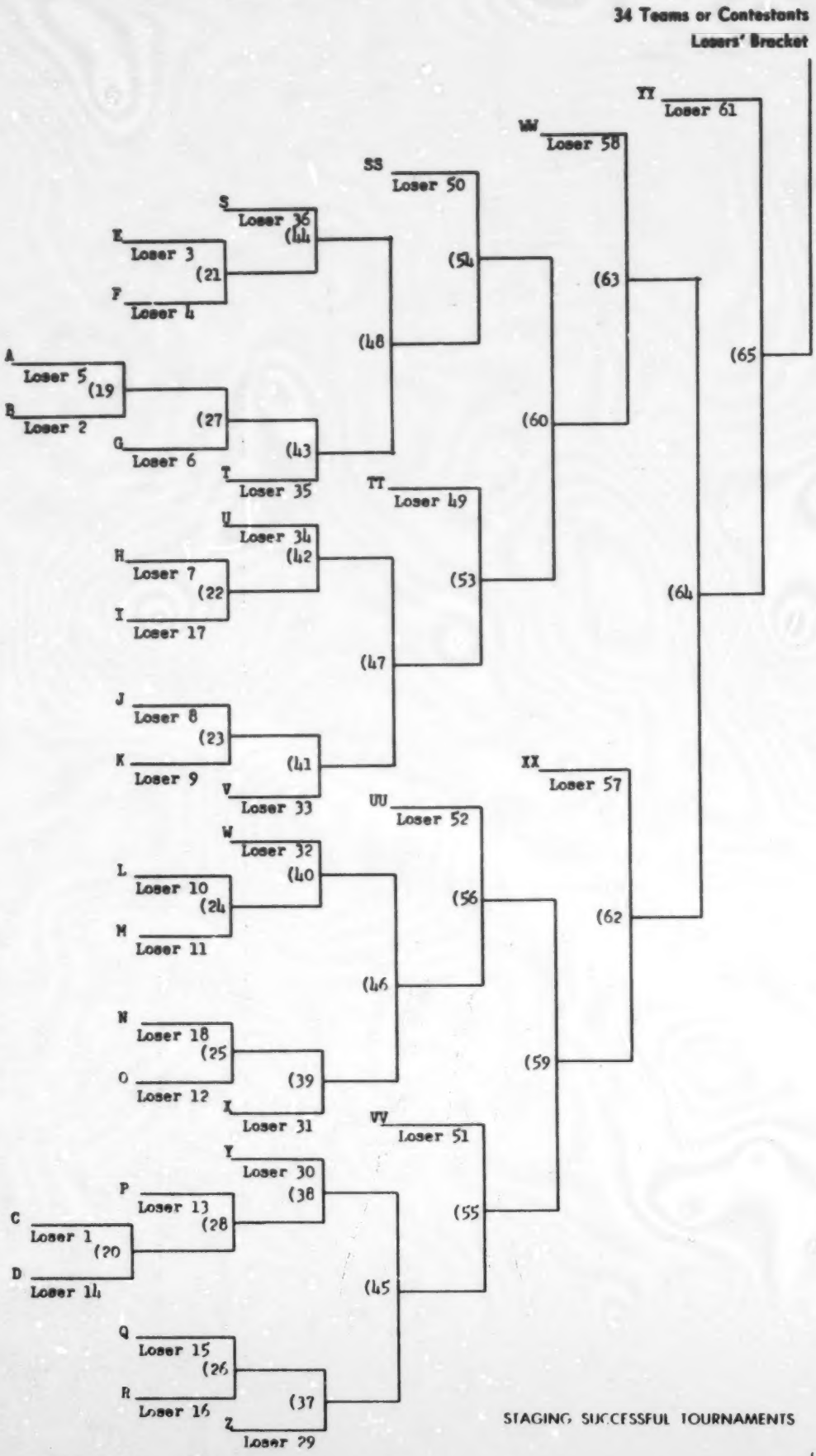

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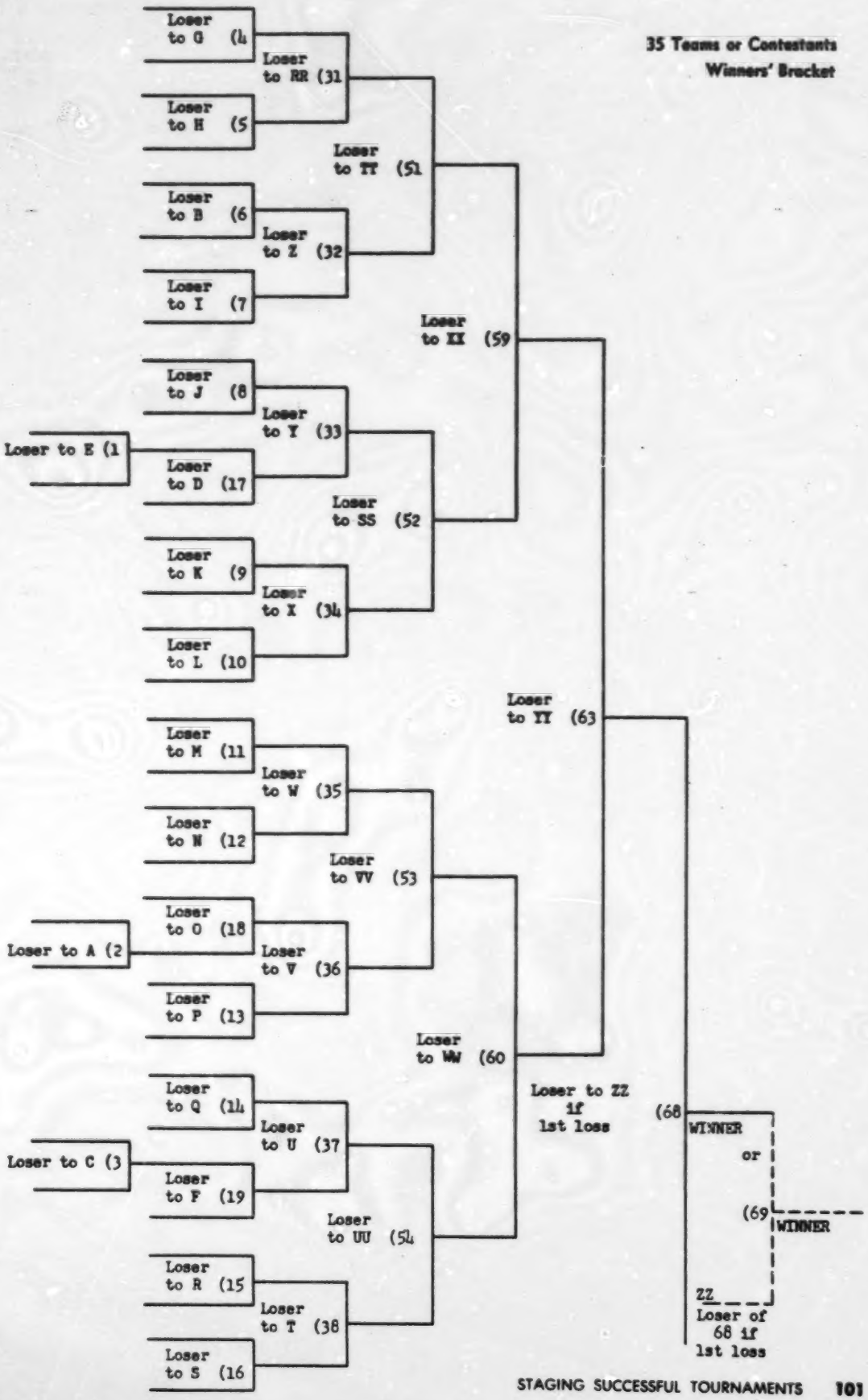

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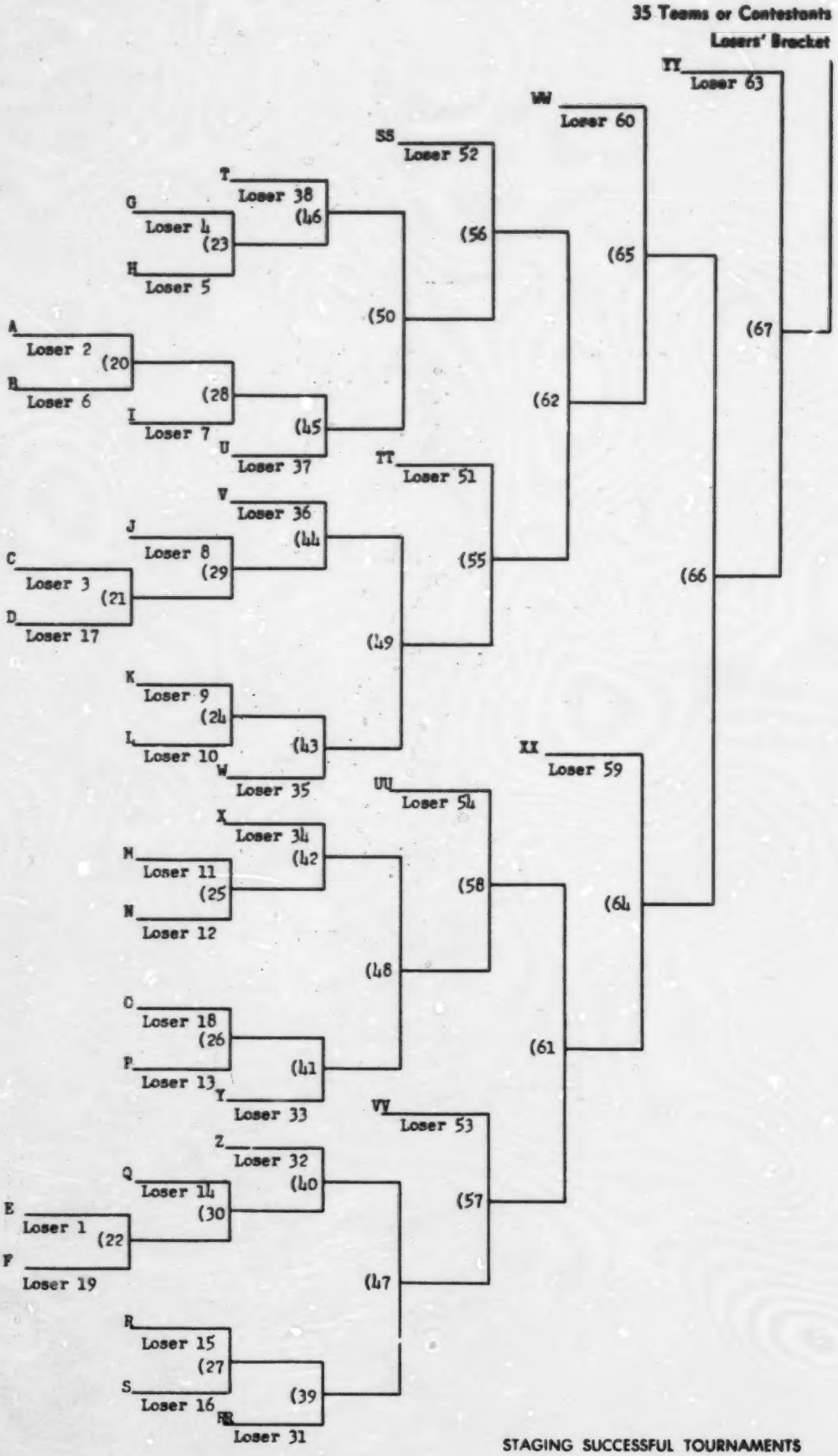

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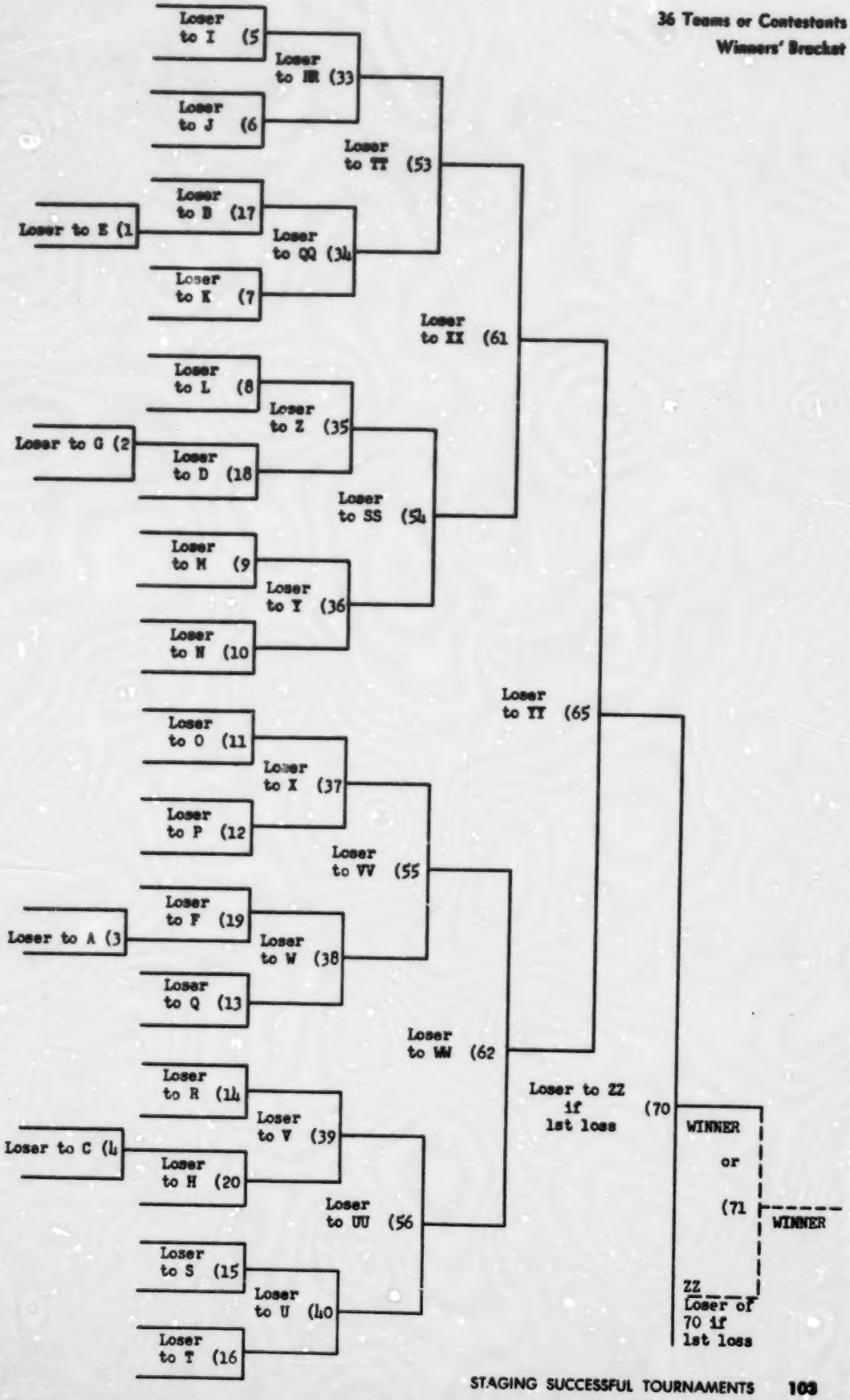
36 Teams or Contestants
Winners' Bracket



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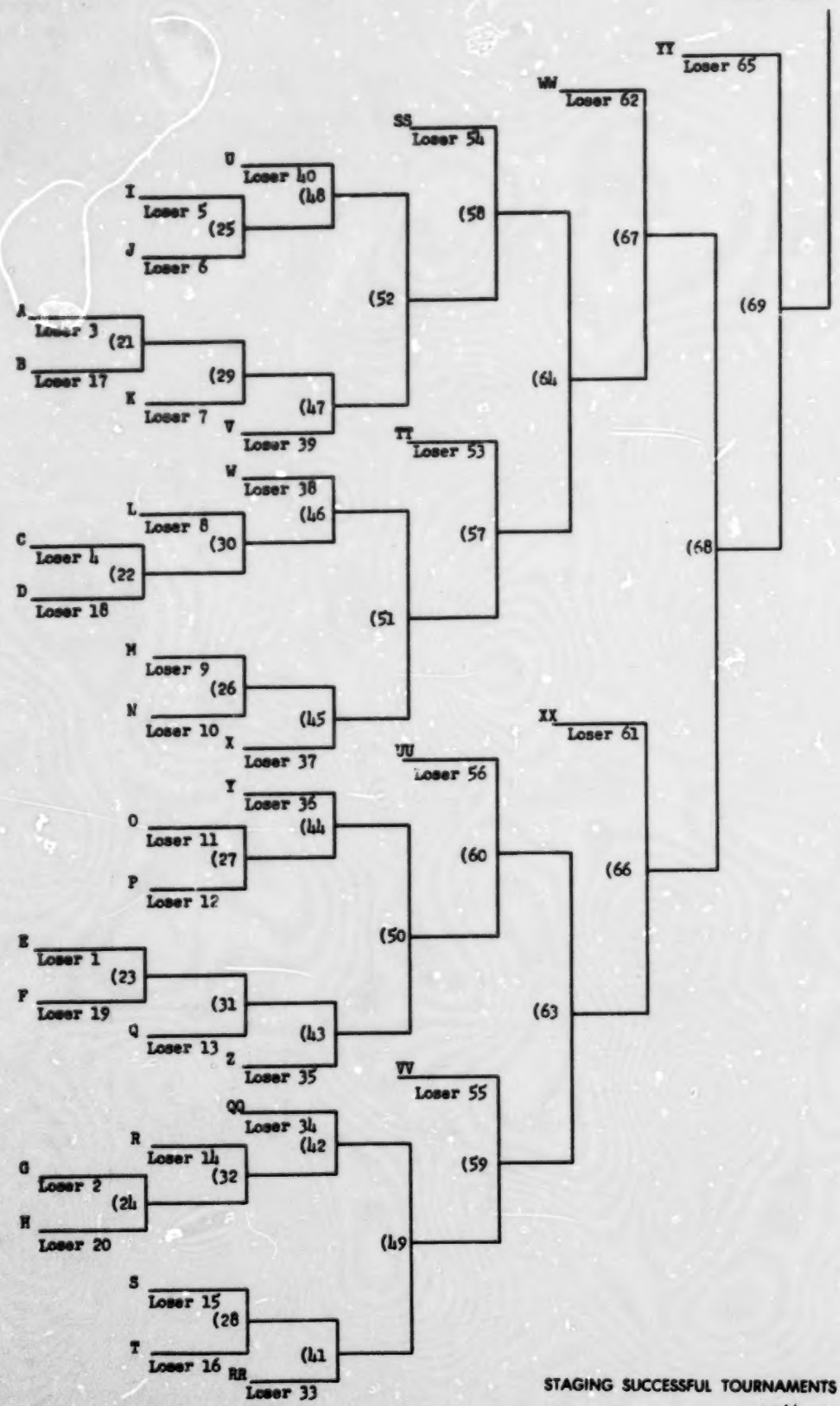

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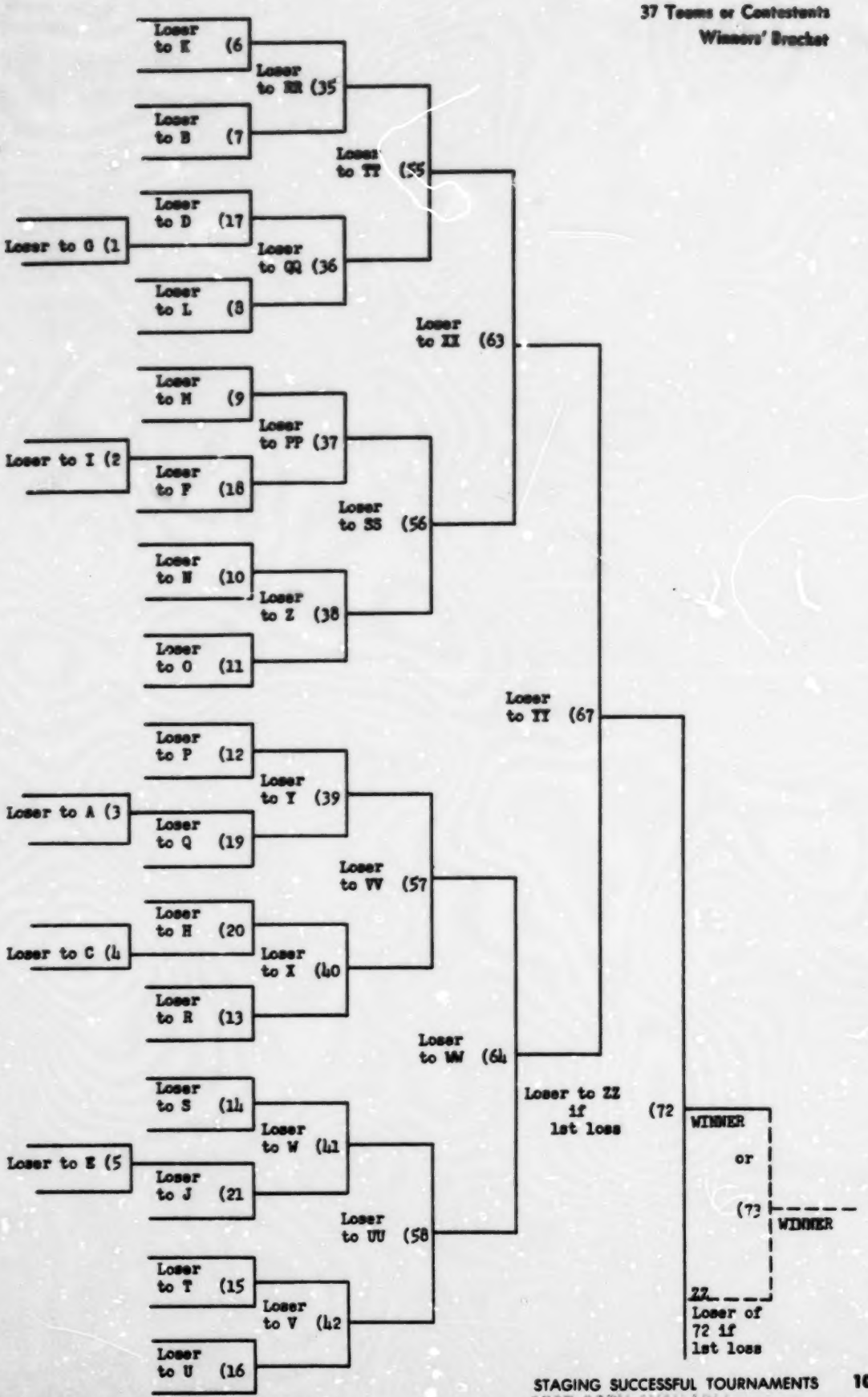
37 Teams or Contestants
Winners' Bracket



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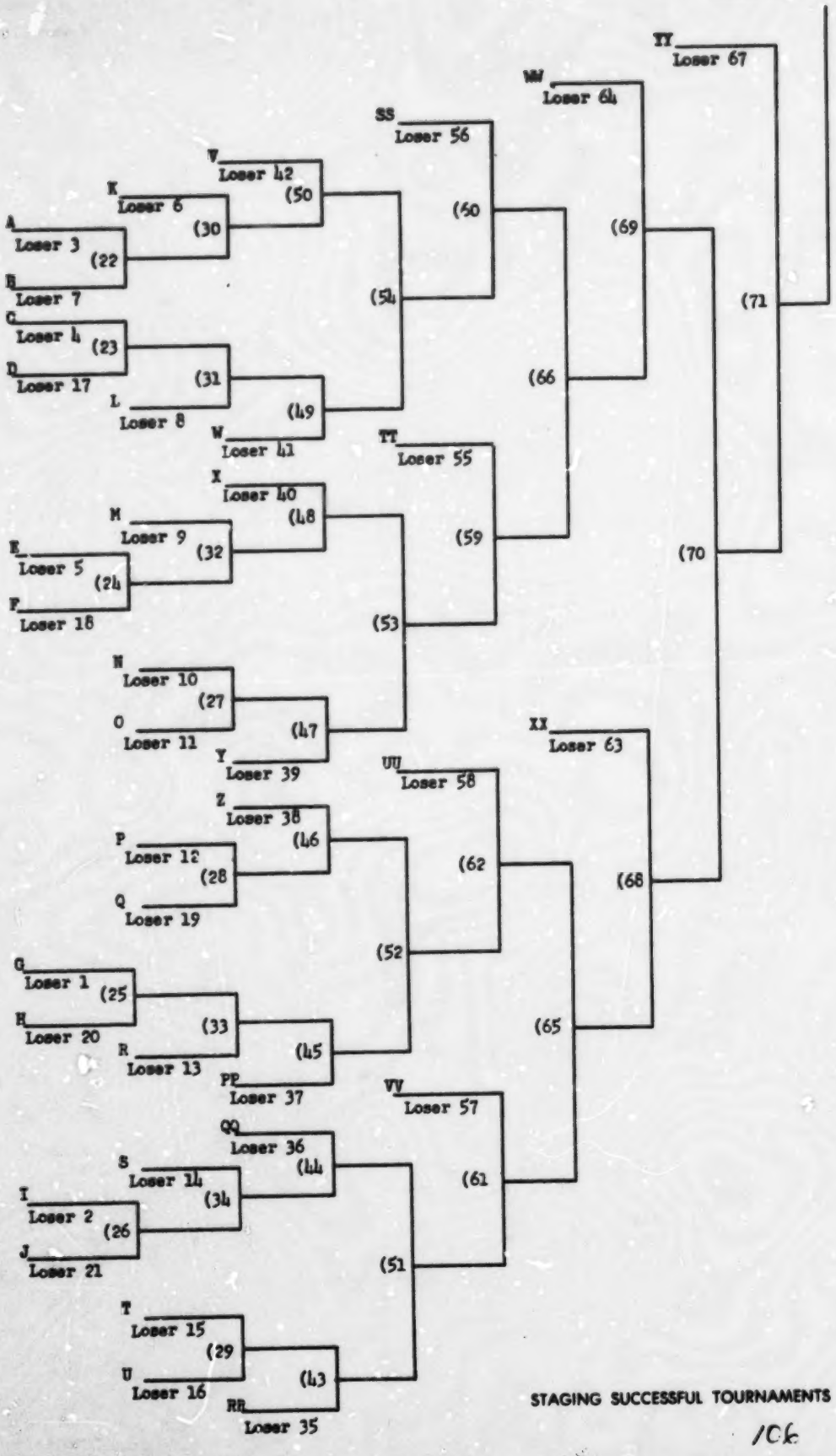

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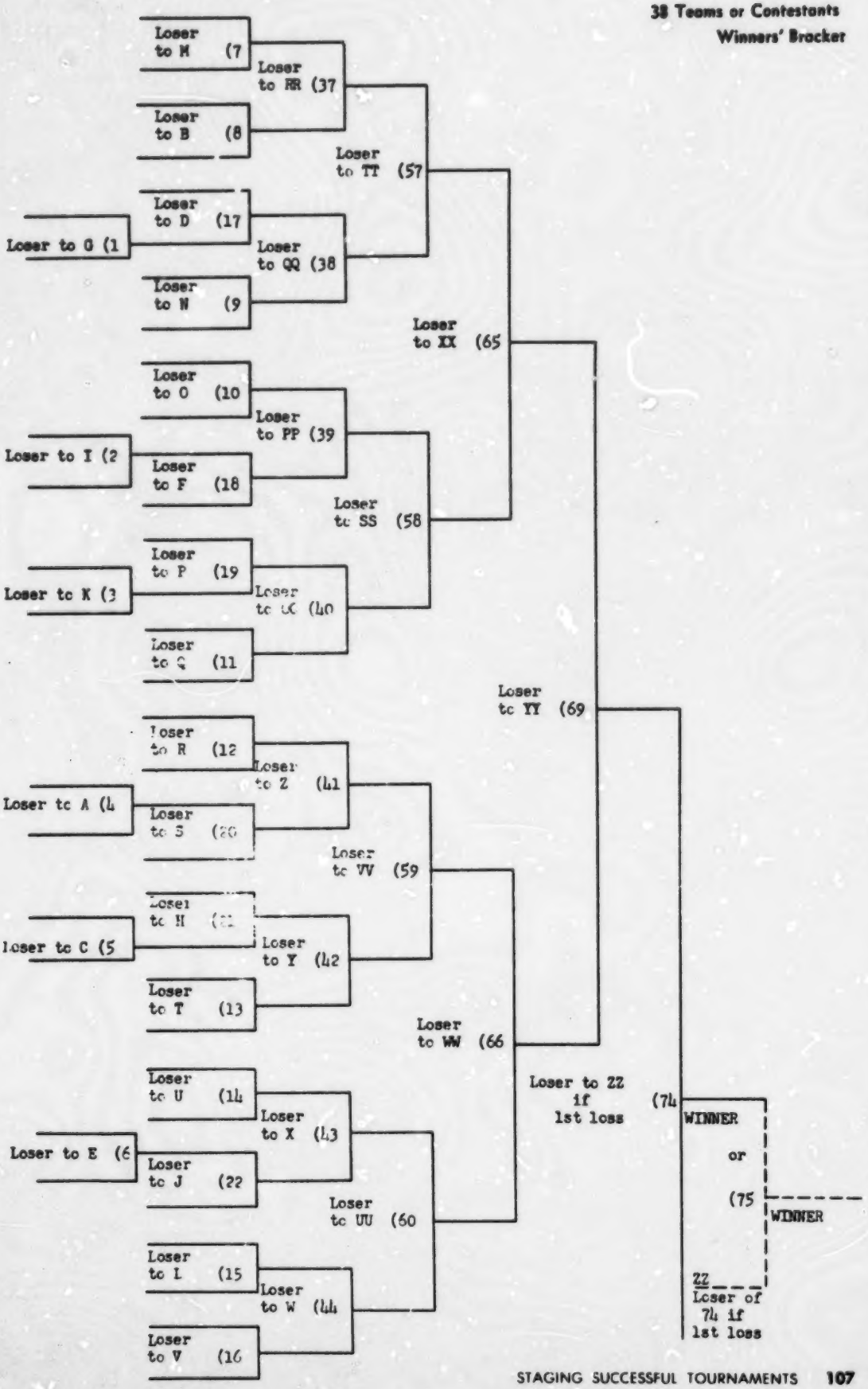

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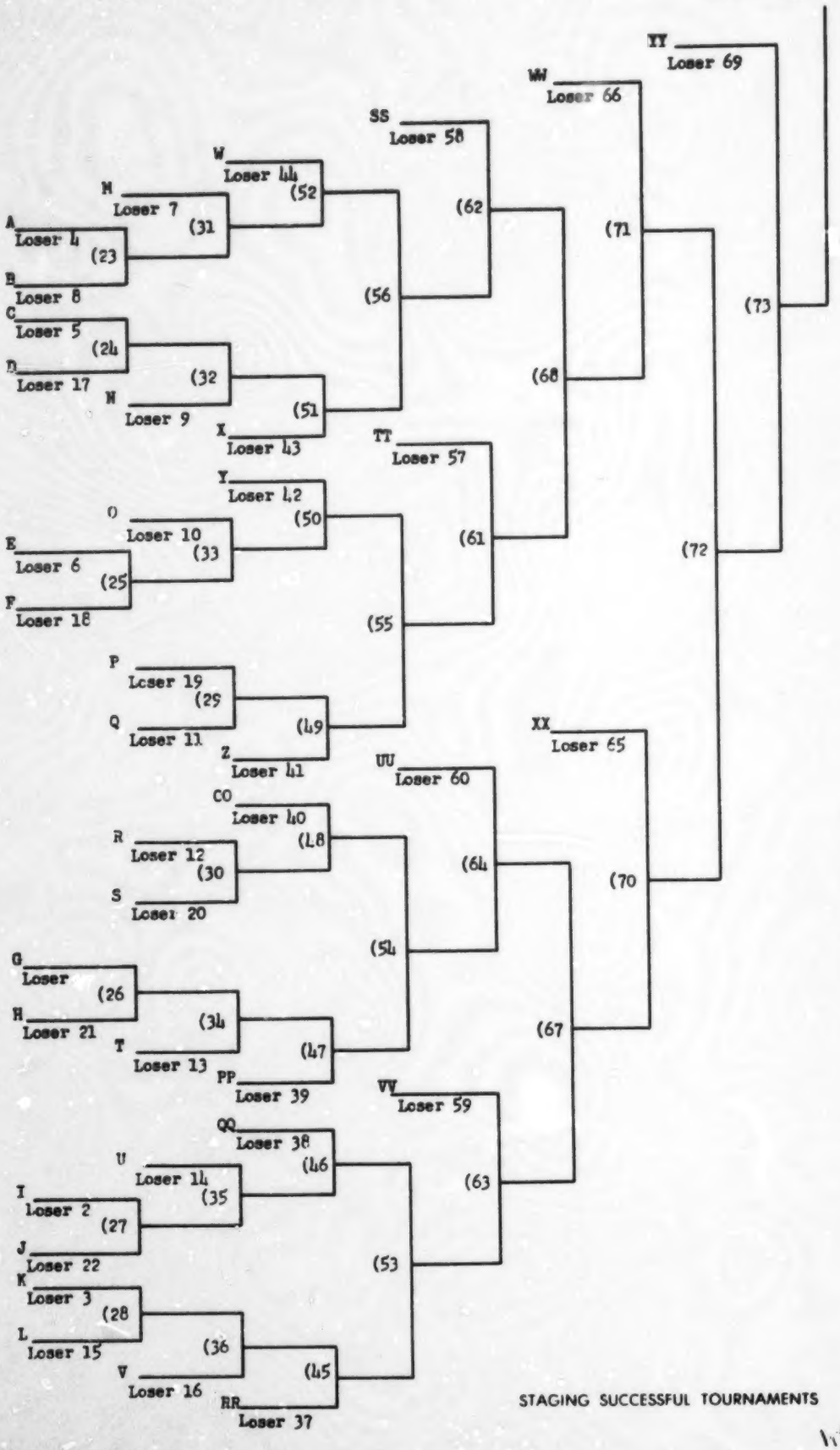
38 Teams or Contestants

Losers' Bracket



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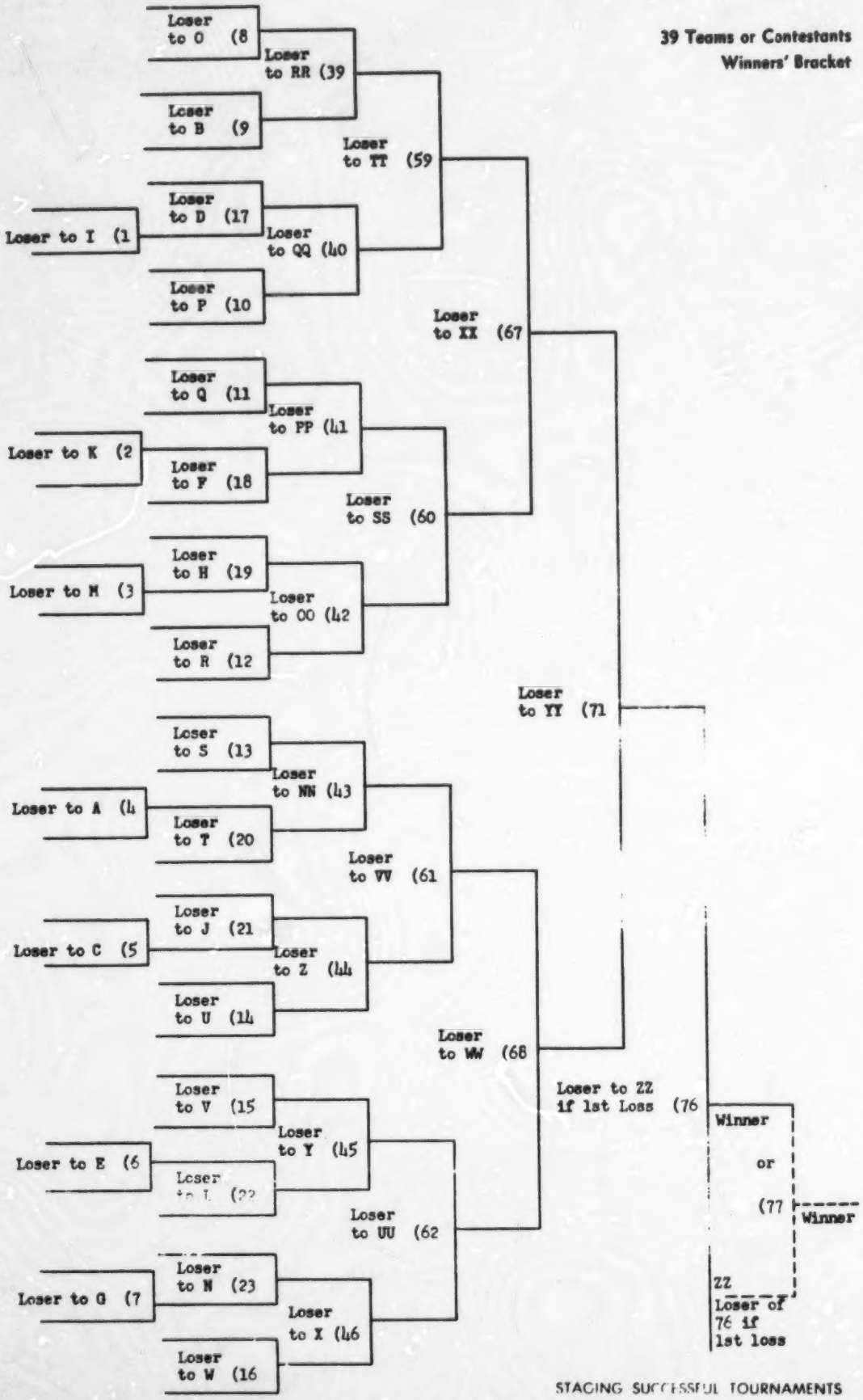

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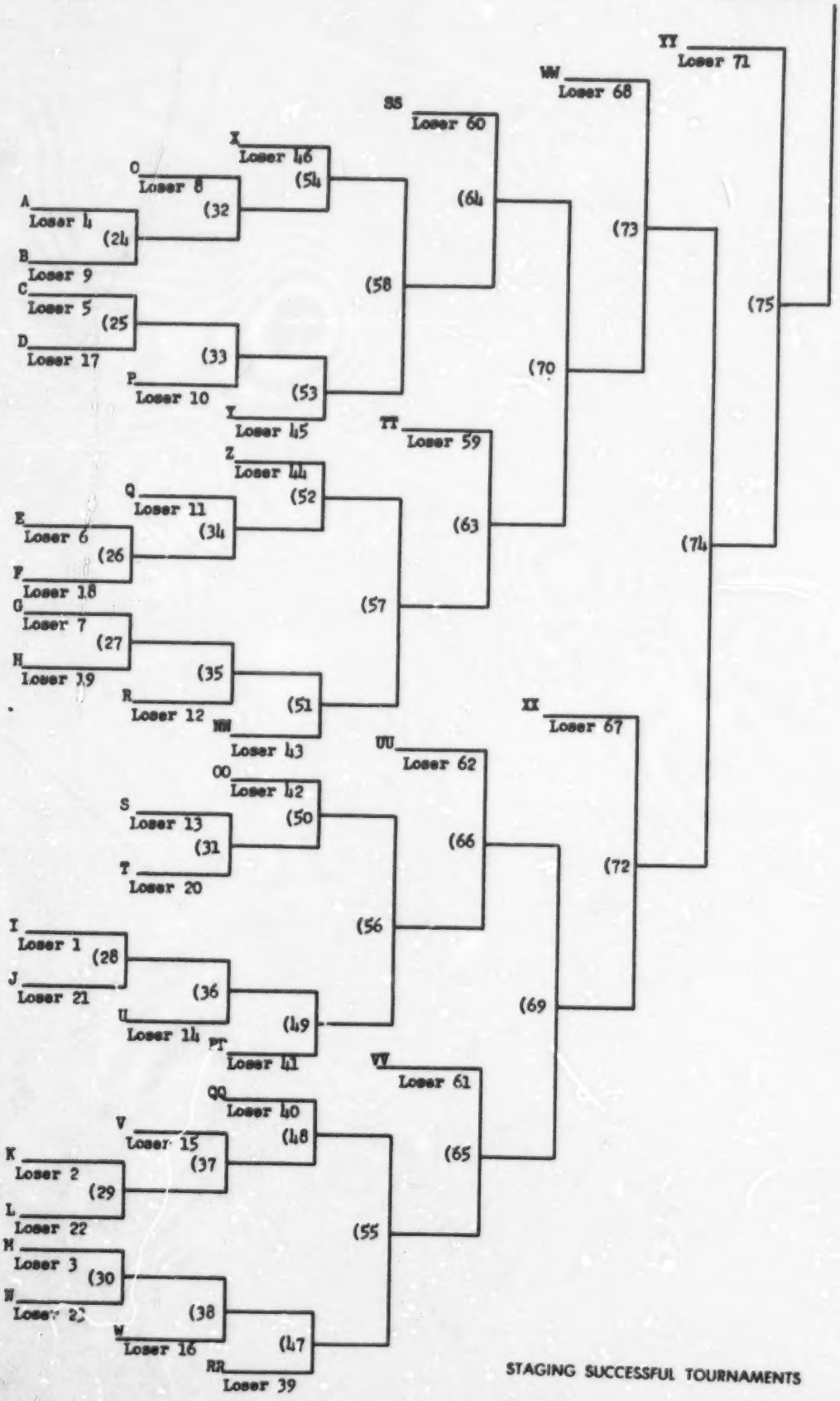
39 Teams or Contestants

Losers' Bracket



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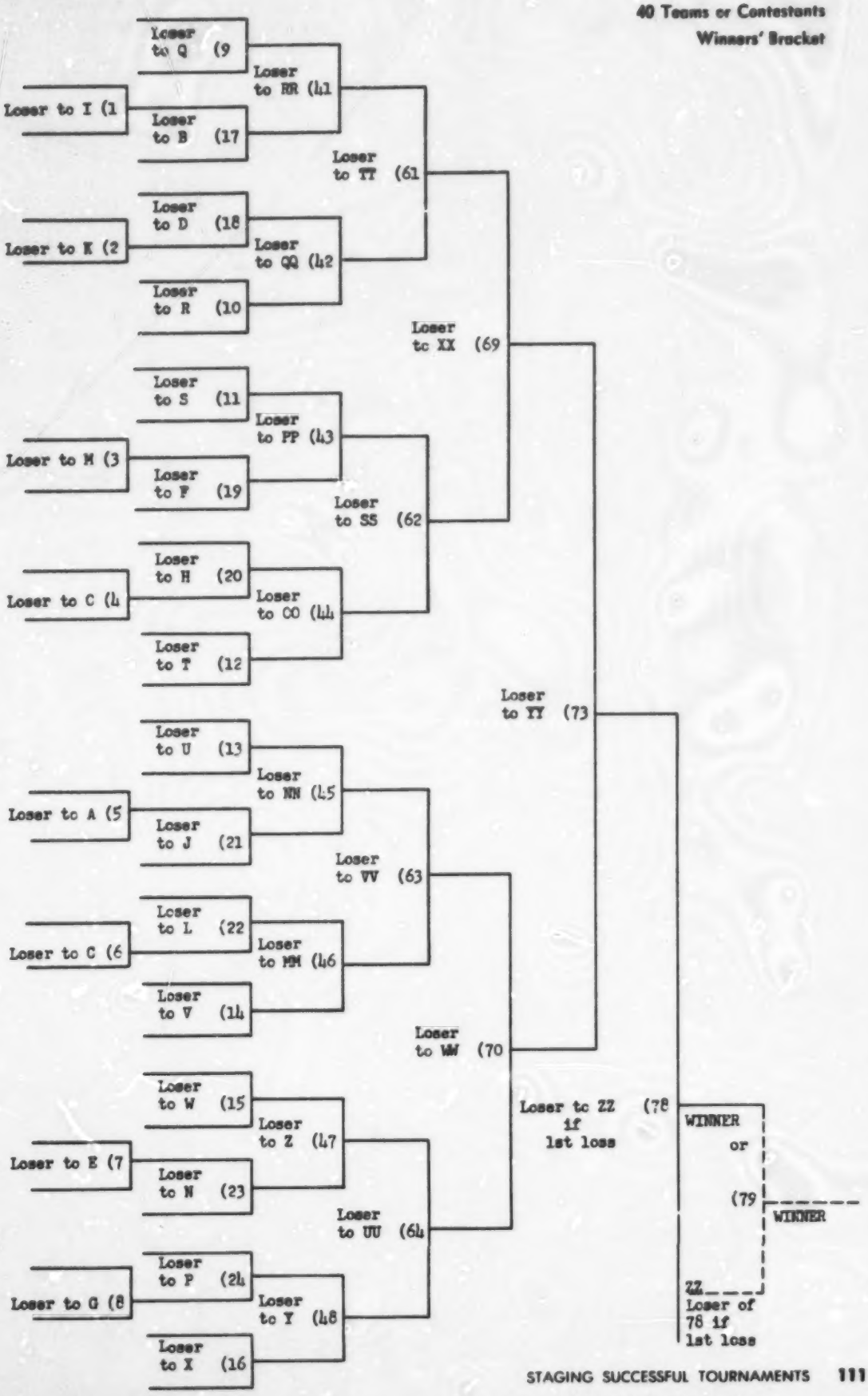

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GLOSSARY OF TERMS

Entry—1. The application for admission to a tournament. 2. An applicant for admission to a tournament—a single contestant or a team.

Entrant—A prospective contestant whose entry has been accepted.

Contestant—A competing entrant.

Pairing—An arranged meeting of two teams in a tournament whether by means of order of entry, drawing by lot, placement by respective abilities, or arbitrary assignment.

Match—A contest between two opponents consisting of a designated number of games, points, or length of time to play.

Draw Sheet—The chart showing the teams or contestants who will compete and usually indicating the time each plays, the court or playing area, and the progress of winners (possibly of losers).

Bracket—1. A section of the draw sheet in an elimination type tournament which joins the names of two competitors. 2. A section which joins two or more pairings or matches.

Winners' Bracket—The original elimination of a double elimination tournament, which is usually the upper section of the draw sheet and which charts the matching of undefeated teams.

Losers' Bracket—The second elimination of a double elimination tournament, which is usually the lower section of the draw sheet and which charts the matching of once-defeated contestants.

Bye—The privilege of standing by while other contestants play a preliminary match. The team granted a bye is advanced to the next round without having to play.

Seeding—Estimating the relative abilities of entrants, rating them numerically by strength, and placing them strategically on the draw sheet so that the best teams do not meet until the semifinals.

Round—The series of matches at each stage in a tournament where each team competing is at the same point of progress. If a contestant has played one match, he is said to have completed his first round. When all contestants scheduled to play at that same stage have completed their matches, the first round is finished and second round begins.

Quarter-Final—In an elimination tournament, a match at the stage where only eight contestants remain in play. A quarter-finalist is one of the eight remaining contestants.

Semifinal—In an elimination tourney, a match at the stage where only four contestants remain in play.

Final—A match where only two contestants remain in play.

Versus—To play against or to oppose, and usually written "vs." as Team A vs. Team B.

Upset—The unexpected result of a match when an unseeded contestant defeats a seeded contestant.

Default—Forfeiture of a match due to failure to compete in or to finish a match.

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